No.1 FOR PLAYSTATION®2

PSM2

BIGGEST ISSUE EVER!

148 PAGES OF PS2 GAMES

NEW GAMES!

HALF-LIFE

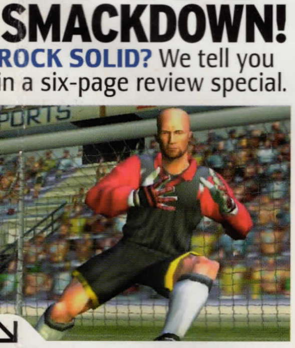
EXCLUSIVE! The awesome shooter reviewed here first!

JAK & DAXTER

NO NONSENSE! Get our hands-on verdict now!

WWF SMACKDOWN!

ROCK SOLID? We tell you in a six-page review special.



FIFA 2002

FINAL SCORE: Find out if the new-look *FIFA* cuts it.

FIRST REVIEW!

SSX TRICKY

"It beats the sh*t out of the original." Find out why Tricky will cause a PS2 avalanche!

"FACE-OFF!"

- FIFA vs Pro Evolution
- Tony Hawk's vs AirBlade
- Millionaire vs Weakest Link

WE TELL YOU WHICH IS BEST

54 PAGES OF REVIEWS!

EVERY NEW GAME RATED PRO EVOLUTION SOCCER • PARAPPA THE RAPPER 2 • THE SIMPSONS ROAD RAGE • GRAND THEFT AUTO 3 • TIME CRISIS 2 • AIRBLADE • SPLASHDOWN • ROBOT WARS • SILENT SCOPE 2 • THE WEAKEST LINK • TOP GUN • GTC: AFRICA • LOTUS CHALLENGE • TONS MORE... NO-BULL PS2 REVIEWS

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EVERY PLAYSTATION 2 GAME IN THIS ISSUE OF PSM2

FOR GOLD 100000
55235
43 mph
1:34.59
Rail To Switch Front Flip Mute

Replay
Show Help

PSM2 COVER GAME! PG16

SSX TRICKY
You won't believe how good this game is. Until you've read our world *exclusive* review, that is.

YOUR QUICK FLICK GUIDE!

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What PSM2 stands for...
If you're reading this, you, like us, clearly give a damn about the little details. It's that level of detail which PSM2 is all about. We want to show you what it's like to feel the rain on the screen in *Metal Gear Solid 2*, watch the sun set on your village in *Dark Cloud*, and floor an Audi TT around central London in *The Getaway*. PSM2's all about cracking 268 in *Tekken Bowl*, getting a review score totally *right*, staying up too late and the brilliance of THAT blue light. It's your fat-free guide to the Emotion Engine experience.

What PSM2 isn't about, is piss-poor, seen-it-before features on girls 'n' games or game violence. It's not about *those Japs* being mad or D-list celebrities playing some random title. Instead, we'll cut out the usual clichéd trash and get on with the stuff that matters to PS2 people.

We know more than anyone else about PS2 and PS2 gaming, and all the journalists that write for the magazine are the most informed and passionately honest game fans you'll meet. PSM2 plays longer, harder, faster than any other mag. You won't be bored for a second.

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future

WELCOME TO THE BIGGEST ISSUE *EVER* OF BRITAIN'S FIRST AND BEST PLAYSTATION 2 MAGAZINE.

Fact: It's more expensive to buy a PlayStation 2 in America than it is over here. At last, British gamers are getting a fair deal. Well, we will be once the likes of Capcom and Namco start giving us conversions of Japanese hits that *don't* come sandwiched between wrist-thick black borders. But that's the next step forward, we're sure.

For the moment we can be happy with our lot. There's never been a better time to get into PlayStation 2, and, with the news of monumental sales of Sony's console, we're guessing that for a lot of people out there this will be your first issue of PSM2. Take a moment to thank yourself – you've made the right choice.

Just look at the quality of the games we're first in the world with – *SSX Tricky* and *Half-Life*. Spend time poring over our biggest ever review section – we're the hardest, most accurate reviewers in the business, but would you have it any other way? Then watch the cream of new games in action on your free DVD. All this for the price of a pint and couple of bags of crisps. Unbeatable, no?

You've got to be gutted if you bought a PS2 the day before the price cut though. Ooch. **PSM2**

Marcus

Marcus Hawkins Editor
marcus.hawkins@futurenet.co.uk

IN A NUTSHELL

PSM2 is...
... intelligent, enthusiastic, comprehensive, escapist, entertaining. Japanese savvy, it's written and read by committed gamers and is passionately honest about PlayStation 2. It also likes to make its readers laugh out loud.

PSM2 is...
... the place to come for the quirky and non-mainstream side of PlayStation 2, as well as the big name games. It knows as much about *Baki the Grappler* as it does about *Tekken Tag* – if you read PSM2 you *will* know more.

PLAYSTATION®2 MAGAZINE
PSM2

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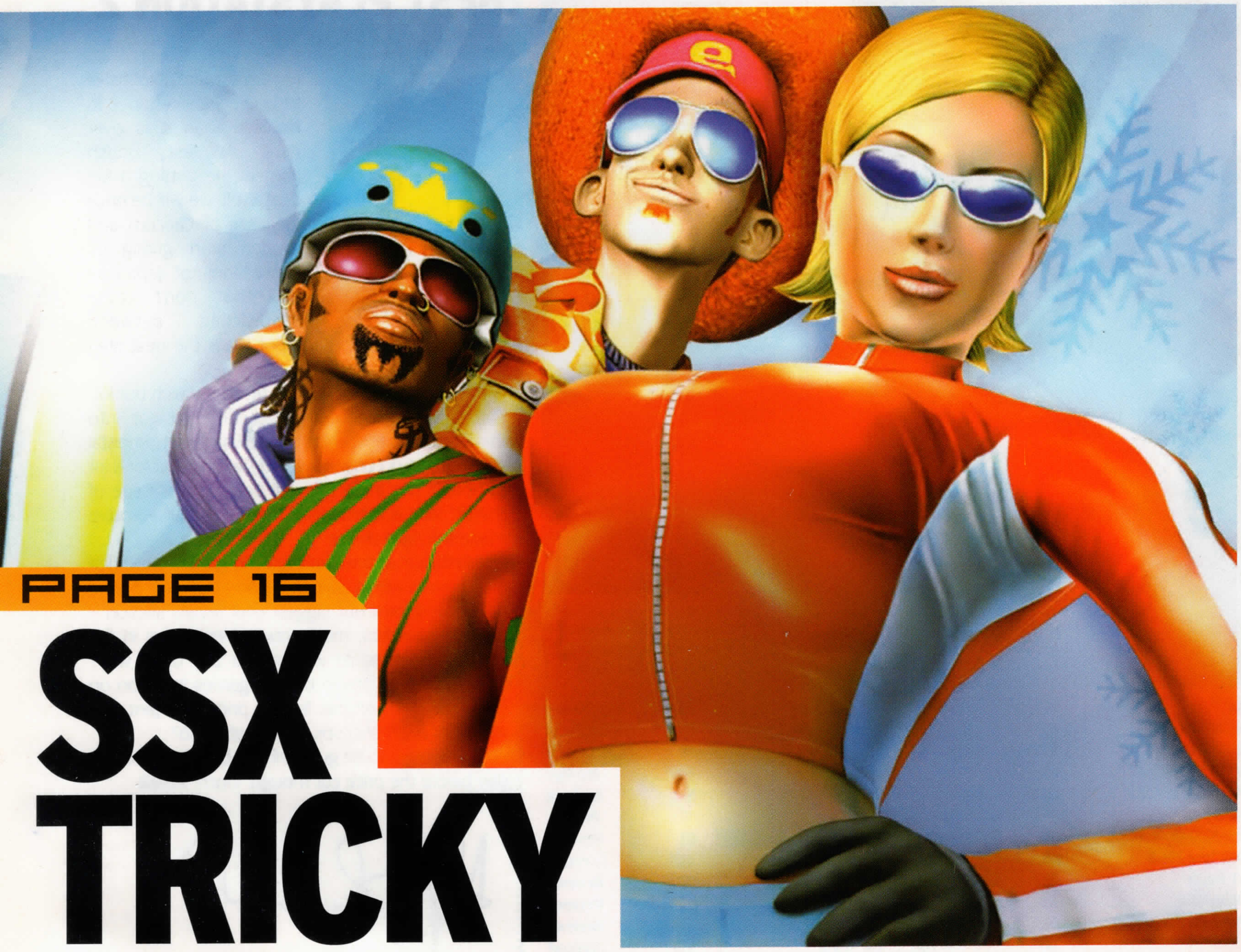
PLAYING PS2 LONGER, HARDER, FASTER
コンテンツ



PAGE 16

SSX TRICKY

F*ck pop! We want rock! *SSX* returns, darker, meaner, nastier – and better than the original in every conceivable way. You won't be disappointed – it's the game you always wanted it to be. PSM2 gives it to you first…

AIRBLADE............PAGE 76
Criterion's *Tony Hawk's*-lite, played to death.

I gotta believe!!!

PARAPPA THE RAPPER 2............PAGE 100
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THE WEAKEST LINK............PAGE 60
So, does it deserve to be Christmas No.1? What d'you think?

PRO EVOLUTION SOCCER............PAGE 78
One of the highest-rated games to ever appear in PSM2.

TAZZ
ALBERT
08
MATT HARDY
VINCE MCMAHON
THE ROCK
EDDIE GUERRERO
BIG SHOW

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No more waiting. The score you can trust is in…

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THE TRUTH BEGINS ON PG52…

FIFA 2002............PAGE 72
Oh dear. New *FIFA's* here, and it ain't too hot…

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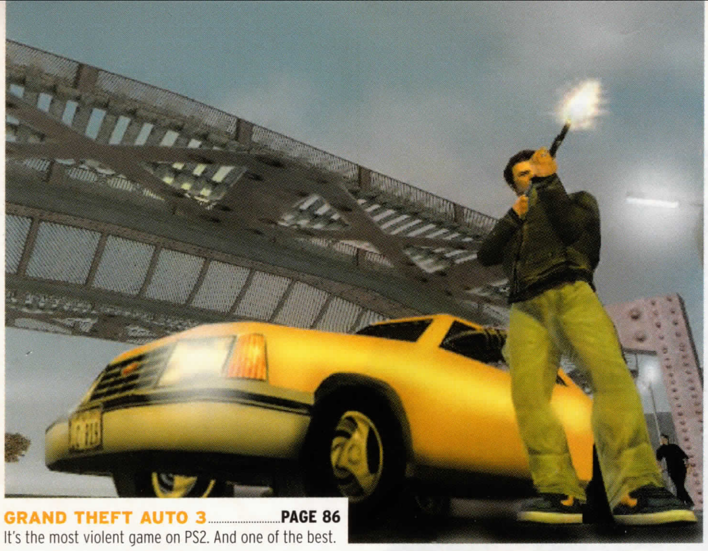
"HERE'S WHERE YOU LEARN THE TRUTH" SMACKDOWN! - PG64



GRAND THEFT AUTO 3 ....PAGE 86
It's the most violent game on PS2. And one of the best.

JAK AND DAXTER ....PAGE 34
So how *does* Sony's platformer handle? Find out now.

SILENT HILL 2 ....PAGE 124
Don't get lost. Use our essential maps to light the way...

9 ON YOUR DVD

There's a smart mix of top quality game demos, interviews, news, tips and more on this month's packed DVD – slip it into your PS2, sit back with a copy of the mag and escape into the world of PlayStation 2

NEW DEMOS!
SMACKDOWN! JUST BRING IT
PLUS!

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PAGE 54 HALF-LIFE

One of the best shooters of all time rockets onto PS2 – and we've got the world exclusive review. The verdict's just 46 pages away...

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Revealing character biogs.

ON THE COVER

16 SSX TRICKY

PSM2 loves *SSX*, and so do you. We broke the game in the UK, and it's stayed in the top 20 ever since. Now you're first in the UK to find out how awesome its sequel is.

64 WWF SMACKDOWN! JBI

Here's where you learn the truth. Is this the ultimate wrestling game, or just a slightly lazy Christmas cash-in? Let PSM2's six-page review fill you in.

54 HALF-LIFE

Look at that shot on the left. Now rush to pg54...

110 FACE-OFF

We give you all the info you need in order to make the best buying decisions this Christmas.

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FIRST REVIEW!
SSX TRICKY
"FACE-OFF!"
WE TELL YOU WHICH IS BEST
54 PAGES OF REVIEWS!

ISSUE #16
"AVALANCHE"
More than 50 pages of reviews, including a handful of 90+ scores? PSM2's ratings are always bang on the money - but this is an avalanche in quantity *and* quality. Life is officially good. Treat yourself.

'ONE CAREFUL OWNER'
The Art Of Driving #2
(November 2001)

BURNOUT

"The game that leaves GT3 standing."
PSM2 October 2001

Criterion
GAMES

www.ACCLAIMuk.com
www.theartofdriving.org

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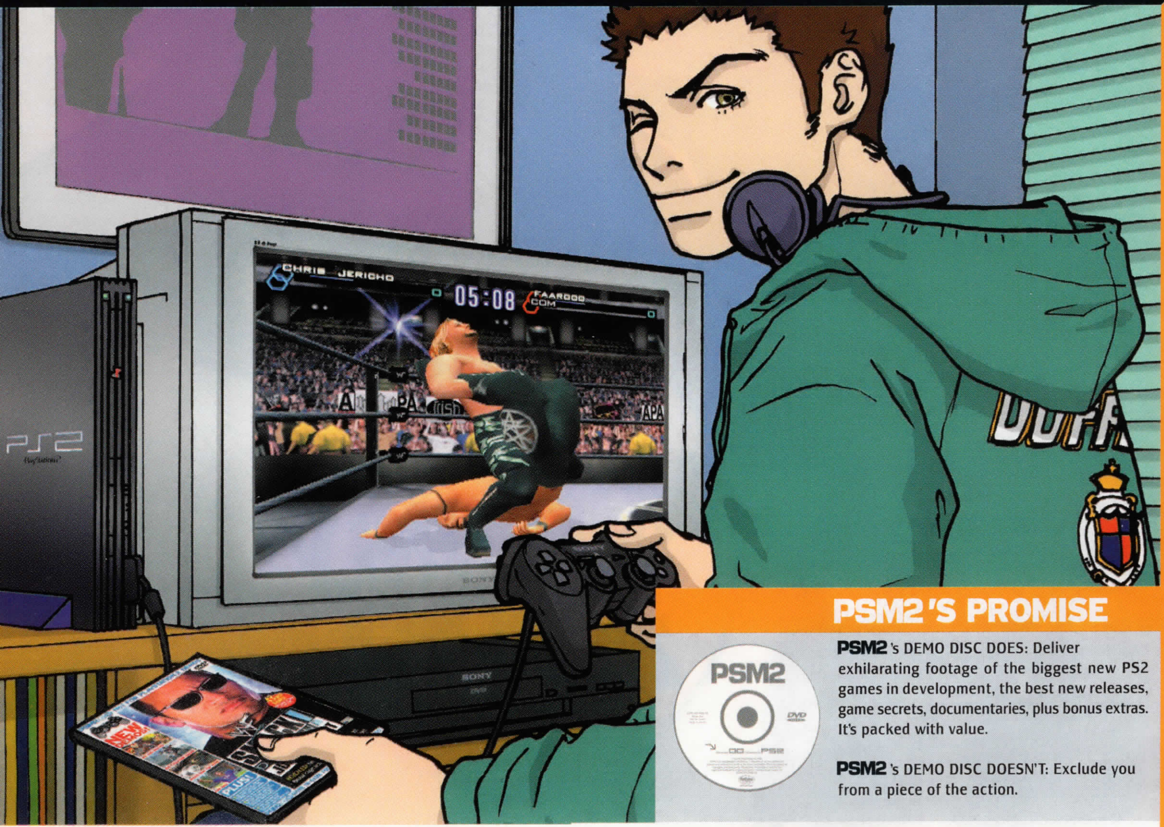
PlayStation®2

ON YOUR FREE DVD

Rammed. Fat. Stuffed to the gills. Not just with the greatest games, but with more exclusives than anyone.



PSM2 'S PROMISE

PSM2 's DEMO DISC DOES: Deliver exhilarating footage of the biggest new PS2 games in development, the best new releases, game secrets, documentaries, plus bonus extras. It's packed with value.

PSM2 's DEMO DISC DOESN'T: Exclude you from a piece of the action.

YOUR FEATURE PRESENTATION...

WWF SMACKDOWN!

JUST BRING IT

Exclusive demo of the greatest WWF action you've ever seen. Feel the pain of a six-man tag match, including Lita beating the Hardy Boyz to pulp. We've recreated the classic Hell in a Cell match from WWF Armageddon – The Rock and Triple H going toe-to-toe? Oh, yes. If that's not enough, then Chris Jericho, Molly Holly, Raven and William Regal will slap you into a grapplin' frenzy.

CHRIS BENOIT
00:15
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CHRIS JERICHO.COM
CHRISTIAN.COM

CLOSE TO THE EDGE: Get yourself nice and cosy for some *Smackdown!* mayhem.

Fully Loaded
THE POWER TRIP

LOAD UP ON THUGS: Triple H and Stone Cold stroll out looking for some skulls to crack.

PSM2 EXCLUSIVE...

HALF-LIFE

We take you into the Black Mesa research facility as Gordon Freeman – myopic hero of Vivendi's must-see first-person shooter. There's a tantalising glimpse of the aborted experiment that causes you so much trouble, with an exclusive look at the two-player Deathmatch and the PS2-only co-operative mode, Decay. See exactly why rampaging monsters and crowbars don't mix. Eughhh...

BULLET TIME: Check out the first-person, co-operative and Deathmatch modes.

DEVELOPER INSIGHT...

SPIDER-MAN: THE MOVIE

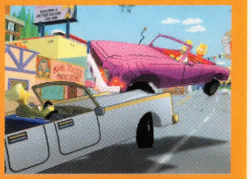
Another PSM2 exclusive. Chris Soares, Creative Director for Treyach, talks you through the PS2 version of the hugely anticipated blockbuster. You'll be privileged to new moves, thumpin' combat, evil villains and more Spidey characters. If we want to give you the real insight into the biggest games, we simply ask the people who made 'em to talk you through the best action. Only on PSM2 TV.

I, SPIDEY: Get the facts about this must-see demo from Treyach's Chris Soares.

YOUR QUICK FLICK GUIDE!

GAME NAME	SECTION
4x4 Evolution	Pro Tips
Agent Under Fire	Coming Soon
Aliens: Colonial Marines	Accelerator
Arctic Thunder	Coming Soon
Batman Vengeance	Coming Soon
Burnout	Reviews
Colin McRae Rally	Accelerator
Crash Bandicoot: The Wrath of Cortex	Coming Soon
Crazy Taxi	Pro Dojo
Devil May Cry	Reviews
Driven	Coming Soon
Dropship	Accelerator
Evil Twin	Coming Soon
Extreme-G 3	Pro Tips
F1 2001	Reviews
FIFA 2002	Coming Soon
Gran Turismo 3	Pro Dojo
Grand Theft Auto 3	Accelerator
Half-Life	Coming Soon
Headhunter	Developer Insight
Madden NFL 2002	Reviews
Metal Gear Solid 2	Accelerator
MotoGP 2	Coming Soon
NBA Live 2002	Coming Soon
NHL Hitz 2002	Coming Soon
NY Racer	Coming Soon
Parappa The Rapper 2	Coming Soon
Polaroid Pete	Accelerator
Pro Evolution Soccer	Coming Soon
Rayman M	Coming Soon
Shadowman 2	Coming Soon
Silent Hill 2	Reviews
Simpsons Road Rage	Coming Soon
Spider-Man: The Movie	Developer Insight
Splashdown	Accelerator
SSX Tricky	Coming Soon
Star Trek: Shattered Universe	Accelerator
Tekken Tag	Pro Dojo
The Mummy Returns	Coming Soon
The Thing	Accelerator
Tony Hawk's Pro Skater 3	Coming Soon
Twisted Metal: Black	Accelerator
WipEout Fusion	Developer Insight
WWF Smackdown! Just Bring It	Coming Soon

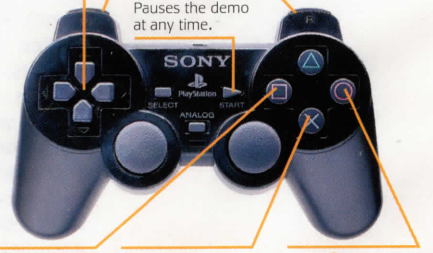
KNOW JAK ALL: The brand new official trailer straight outta Sony.



HOMER, PLEASE JAMES: The greatest Simpsons demo yet.

NAVIGATING YOUR DVD

Relax and let PSM2 show you how to quickly get around your new white disc...



THE D-PAD
Allows you to scroll up and down through the on-screen menus.

THE L2 SHOULDER BUTTON
Rewinds the demo.

THE R2 SHOULDER BUTTON
Fast forwards through the demo.

START BUTTON
Pauses the demo at any time.

THE □ BUTTON
Takes you straight back to the previous menu screen.

THE ⊗ BUTTON
Selects the current option which you've highlighted on the menu.

THE ◎ BUTTON
Stops the demo. Hit it again to access the options menu.

PROBLEMS WITH YOUR DVD?

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#16 PLAYSTATION 2 HITS £199

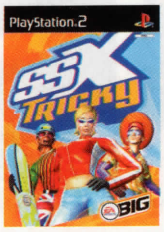
Sony might have just ended console warfare with one tactical strike – but their victory's your gain. Just show PSM2 to your mates and you've cracked it.

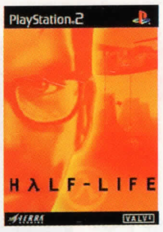
Name Joel Snape
Age 22
Occupation Staff Writer, PSM2 Magazine

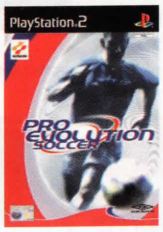
I've already got a PS2 – why's a price drop good news for me?
Because this is it. This is the moment Sony drop the guillotine on all the other pretenders. This Christmas, PS2's going to be *the* console to own – whether as stunning games machine or mid-range DVD player. It's already hit the 20 million mark worldwide, meaning it's selling three times as fast as the original PSone. That means more people to swap games with, more mates to bring their own DualShock 2s round, more i-Link battles, more potential on-line partners, and… and…

Are you all right? You look slightly pale, yet lit from within by a sort of radiant glow.
That's because we've been gorging ourselves on this issue's unprecedented spate of astonishing titles. See, the second part of Sony's double-whammy – and the other benefit of a vast user base – is the diversity and quality of games that follows. Bolstered by *Grand Theft Auto 3*, *SSX Tricky*, *Pro Evolution Soccer* and *Half-Life*, the PS2 line-up now boasts eight titles selected by PSM2's rigorous selection process – notoriously the hardest in the known world – as games that everyone should own. And that's not even counting NTSC titles awaiting conversion – like *Final Fantasy 10* – or classics like *TimeSplitters* and *Silent Hill 2* that fell *just* short of perfection. Games that once seemed hopelessly far off – think *Metal Gear Solid 2* – are tantalisingly close. Still not enough? Then you can always watch Battle Of The Planets with director's commentary.

If you've got mates without PS2s, don't begrudge them the 70 quid they've saved by hanging on – urge them to spend it on *Burnout* and *Quake 3* instead. And if, by some quirk of fate, *you* haven't taken the plunge yet – if you're reading this in a barber's, or while you're waiting for your boyfriend to get out of the shower – go and get one now. And feel good about life. Believe us, we do every day of the year. **PSM2**







"THIS CHRISTMAS, PS2'S GOING TO BE *THE* CONSOLE TO OWN - WHETHER AS STUNNING GAMES MACHINE OR DVD PLAYER"

PREVIOUS DEFINING MOMENTS

- #01 TEKKEN TAG INTRO SEQUENCE
- #02 THE METAL GEAR SOLID 2 TRAILER
- #03 WHEN YOU WANDER OFF-PISTE IN SSX
- #04 SEEING THE DETAIL IN GRAN TURISMO 3
- #05 THE THIRD PLACE
- #06 PLAYING METAL GEAR SOLID 2
- #07 HANDS-ON WITH STAR WARS: STARFIGHTER
- #08 THE LIVING, BREATHING EMOTIONS OF ONIMUSHA: WARLORDS
- #09 GORILLAZ ON MTV MUSIC GENERATOR 2
- #10 GETTING TO GRIPS WITH THE NTSC GT3
- #11 NETSCAPE RUNNING ON PS2
- #12 FIRST LOOK AT TEKKEN 4
- #13 EXPERIENCING GT3 IN BROADCAST MODE
  Big bucks, but the rewards are out of this world.
- #14 TAKING IN THE BRILLIANCE OF THE CG CLIPS THAT PUNCTUATE FINAL FANTASY 10
  The cut-scenes that demonstrate PS2's ability to stun.
- #15 THE HAUNTING BEAUTY OF SILENT HILL 2
  Probably the most disturbing interactive experience you'll ever know.

DON'T MISS

MORE GAMES THAT DEFINE PS2...

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PRO EVOLUTION SOCCER	pg78

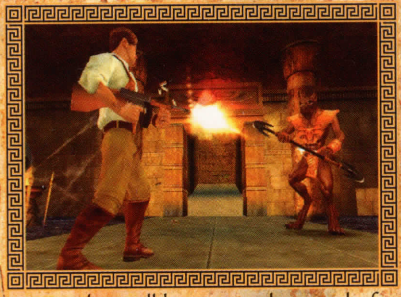
THE MUMMY™ RETURNS

GOOD

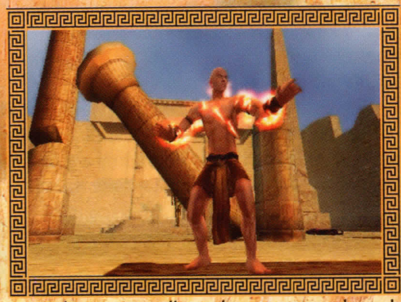
~~vs~~ Or

EVIL

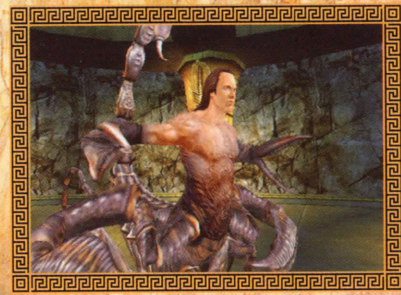
Go With Evil. You can hit restart When you get to hell.



As Rick you'll have a cool arsenal of swords, shotguns and revolvers.



As Imhotep, you'll use brute strength and have the awesome power to cast spells.



Your quest to defeat the Scorpion King takes you to London, Cairo, and the Hamunaptra ruins.

Wanna be bad? Good. In the Mummy Returns video game, you can be heroic Rick O' Connell or evil Imhotep. But either way you'll be facing pygmy mummies, Anubis warriors and mummified baboons, bringing all the soul-sucking fun of the movie to life in eye-popping next-gen graphics. Survive all that, and you get to battle the Scorpion King.
Pray there's an afterlife.

PlayStation 2
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RETURNS

PlayStation®2

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LETTERS

THE LOUDEST VOICES IN THE PLAYSTATION 2 UNIVERSE

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FREE PS2 GAME!
Each issue will see the author of the Star Letter being lucky enough to receive the PS2 game of their choice from those beautiful people at Game. Simply tag which game you'd like to the bottom of your letter and, if you're lucky, Game will be sending you a copy to your door. We're too good to you people. Now get writing...

STAR LETTER

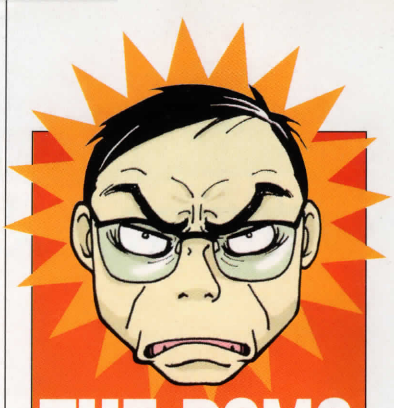
"A GLUT OF PISS-POOR WANNABES CASHING IN ON THE SUCCESS OF THE ORIGINAL"

Dear PSM2
In regard to Stephen Lowry's complaint (Letters, PSM2#14) that people shouldn't moan about endless game sequels when no-one complains when U2 or Madonna release a new album – sequels are no bad thing. *Resident Evil*, *ISS*, *Gran Turismo*, *Tony Hawk's* and *Final Fantasy* are all great series that've improved vastly over time. It's an interesting comparison – the gaming and music industries – but it's not sequels that are the problem, but the imitators they spawn. Most groundbreaking, genre-defining games are usually followed by a glut of piss-poor wannabes cashing in on the success of the original. Nirvana spawned gawd knows how many crappy grunge bands, and you only have to look at the proliferation of diluted pop, nu-metal, trance and garage acts clogging up the charts. It's simply a case of greedy record execs/game producers turning out lowest common denominator dross.

The only losers are the games/music fans. The music industry's already been suffocated by this – let's not let the will-this-do attitude of developers and publishers crap on the games industry as well.

James Dudley,
Walthamstow, London

The contents of your wallets, right, are like a big pie... *yeah*... a *pie*. And all *The Man* wants is a slice, 'cos he's, like, *starving*... Well, actually it is simply a case of economics. This isn't to say that you're utterly powerless. If you buy a game that just doesn't cut it – take it back. If you read PSM2 and we say something's arse – take note. For a well made point, James, enjoy *Project Eden*.



THE PSM2 RAGE GAUGE

***Army Men* games, sloppy PAL conversions, the price of gaming. These are all things that have had you flinging bilious e-mails, letters and texts at us. We can only duck. Seems the safest thing to do. So, from now on we'll be printing your rage, right here. Just consider it a service from us to you. Go on, let it all out.**

Make it funny, and try to be creative with your expletives. We do, and we get paid for it.

This is your chance to air your views on the hot potato of the moment:
What's top of your wish list for Santa? What's on the bottom? Let us know.

E-MAIL: PSM2@FUTURENET.CO.UK

WRITE TO: LETTERS, PSM2, FUTURE PUBLISHING LTD, 30 MONMOUTH ST, BATH BA1 2BW

No.1 FOR PLAYSTATION 2
PSM2
NEW GAMES!
TEKKEN 4
DEVIL MAY CRY
NEW DEMOS!
SSX tricky
WIN!

WRITE TO PSM2 WITH: YOUR PS2 HOPES AND FEARS... YOUR THOUGHTS ON THE ISSUE... PROVOCATIVE QUESTIONS...

ALL WORK AND NO PLAY

Dear PSM2
I've been buying your wicked mag since PSM2#01. Although we're starting to play some truly spectacular games (*GT3*, *Silent Hill 2*), I've noticed a bit of a scary pattern emerging. If you look at recent scores that these AAA titles are gaining, they don't reflect the amount of work being put into them.

Look at *Silent Hill 2*, developed by Konami, and it gets a score of 88, by no means a crap score, but I just think that it deserves more. Will the over-hyped, gorgeous *Metal Gear Solid 2: Sons of Liberty* get a score of 88 too? The amount of work put in doesn't really reflect the review score.

Rahul Chauhan,
Cheshire

Getting our scores absolutely right is something we pride ourselves on, Rahul. We wouldn't be able to sleep at night otherwise. Here at PSM2 we actually play the games we review from start to finish. We all have a go, not just the survival horror nut, but *everyone*. And you won't find us selling our arses to any PR waving an exclusive in our faces. You might not agree with us every single time, but at least you can trust us. Which means we're not even guessing what *MGS2* is going to score before we've nailed it, no matter how long it's been in development.

FAIR WARNING

Dear PSM2
After reading your article in PSM2#15 about the US Tragedy to possibly delaying *MGS2* – would it not be a more sensible idea to put a warning message on the game packaging saying that the game may contain some offensive material, rather than not producing the game at all? With some games being taken off the shelf the games developers are losing out on large amounts of money. I think the public should be given the choice on whether they can buy it or not.

Mike Hollands,
Portsmouth

A good point, Mike, but the withdrawal of *Ace Combat 4* and *MGS2* material, as well as the delay of *Twisted Metal: Black*, is a different case from, say, *GTA3*. A game that sets out to be contentious usually carries a warning. The horrific events in America caused companies to respond out of sympathy to the victims and their families. An admirable move that considered the mood of the global community. Sometimes it's not always about money.

OLD HAM ATHLETICS

Dear PSM2
I've been playing the PAL version of *ESPN International Track & Field* in the hope of getting the secret events advertised on the game when I purchased it. 'Over a dozen events', it states on the back cover. However, I've tried and tried but to no avail.

Can you please answer the question that's burning a hole in my head. Does my version have more than ten events?

Chun Yip
Via e-mail

Ours doesn't. Just the ten, Chun. We did manage to unlock Maurice Green looking like a right chump with table tennis balls glued to his baldy head. But that, apart from some irritating sound effects, is your lot.

LOCAL SHOP

Dear PSM2
Here's an Idea for EA. Why not make add-ons for games like *Madden* and *NHL* for the British and European leagues? If they're going to rake in the cash from these franchises then can't they let us be the teams we want? It's fine being the American teams but I'd like to play as the teams that I actually support. So how about it EA?

Kev Smyth,
Somerset

Niching a niche? We'd like to see EA's bean counters get their heads around that one. Looks like we might have found a practical application for Broadband after all, Kev.

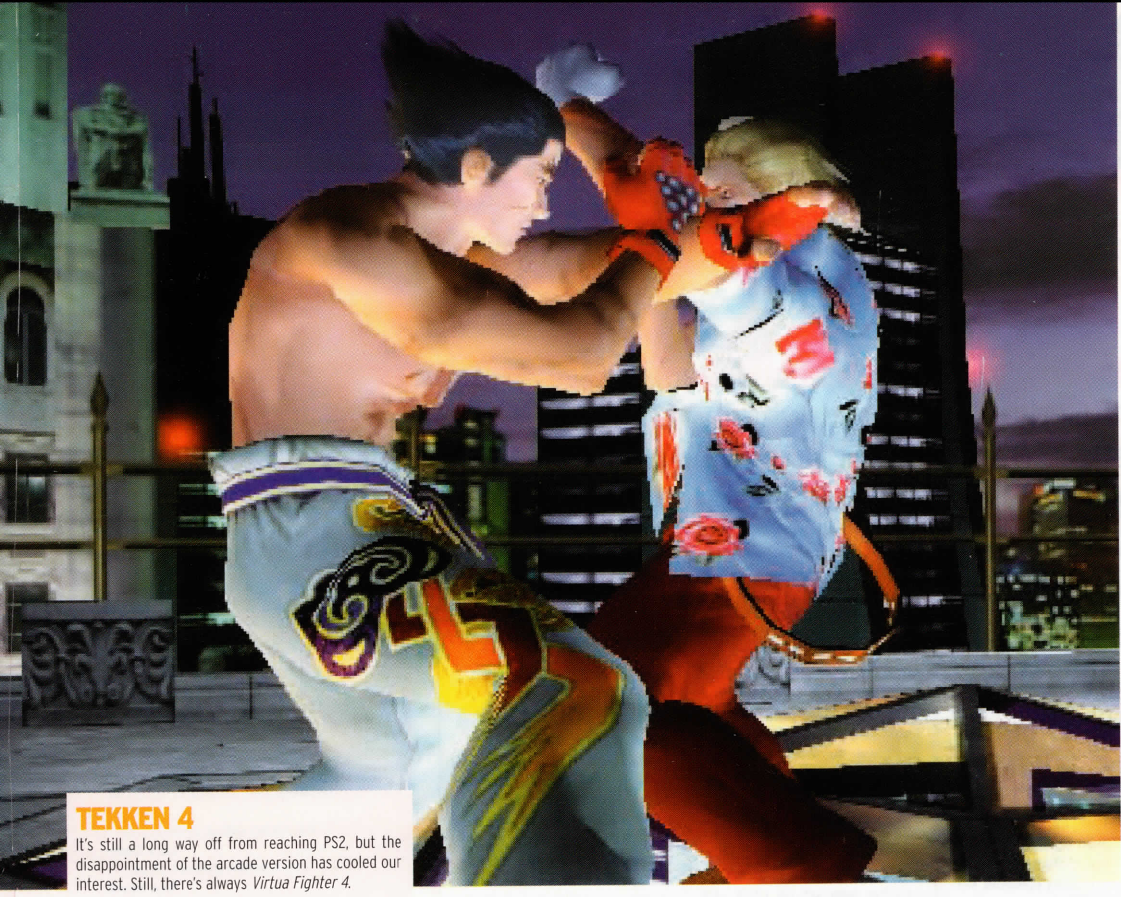
IS THIS SHITE TEKKEN?

Dear PSM2
Are you having a laugh with *Tekken 4* (PSM2#15)? So it plays just like *Tekken Tag* without characters running in and out of the screen, and the walls do make the game a bit too easy, but

TEXT US! 07764 175887

This is your chance to air your views on the hot potato of the moment:
What's top of your wish list for Santa? What's on the bottom? Let us know.

■ Dear psm2 why are the game cube's disc so small ? And when is smuggler's run 2: Hostile territory out and is it any good in one player mode ? Thank you b. ■ Da wkst lnk suks da big 1. Da grphcs r crap. From joe. ■ Is'nt it funny how all those Nintendo fans who were saying what rubbish resident evil is has suddenly changed there minds and have declared it to be



TEKKEN 4
It's still a long way off from reaching PS2, but the disappointment of the arcade version has cooled our interest. Still, there's always *Virtua Fighter 4*.

GOIN' POSTAL

Loose chippings from the missive motorway that lodged in a tyre or, more seriously, took a flickin' nick out of the PSM2 windscreen.

HAIR LIP

Dear PSM2
Hironobu Sakaguchi, great bloke, genius in our time, but that moustache – NO NEED!
M Tolchard
Via e-mail

Tetsya Nomura should design him a new one.

OWN GOAL

Dear PSM2
I bought *International League Soccer*. Big mistake.
C Robertson,
Liverpool

We gave it seven percent. Out of one hundred. Didn't that ring the alarm? At all?

AT LEAST IT'S NOT RAINING

Dear PSM2
I wish to complain about companies releasing games within weeks of each other…
Dave Kerr
Via e-mail

There really is no grey area with you people, is there?

EAST INFECTION

Dear PSM2
How come no-one ever writes to you from Japan?
Mick,
Plymouth

apart from that it rocks. It features all of the best characters like Kazuya, Paul, Yoshimitsu, Jin, Nina, Lee and adds cool characters like Steve Fox and Craig. We have no idea of the other console game modes – maybe *Tekken Force* and a new *Tekken* sports game.
Jamie Cory
Via e-mail

Like Catchphrase, we're just saying what we see. There was Joel, all excited and weighed down with change when he left the office for the arcade, and when he came back he wouldn't eat his tinned peaches or chase squirrels with us. Gutted. There's still time, of course, for Namco to pull their fingers out for the PS2 version. We hate it when Joel gets all mopey.

WRIGGLIES EXTRA

Dear PSM2
Now that Konami have announced that *Silent Hill 2* will be released in a two disc boxset, don't you think that you should re-review it? The second disc has features that could prolong the game's lifespan and give the game an overall higher score.
Peter Hughes
Via e-mail

Nope. A making of documentary and a few trailers doesn't exactly increase a game's longevity. Sorry.

LANGUAGE BARRIER

Dear PSM2
Is there anything at all I can do to speed up the release of *Final Fantasy 10*? Learn Japanese? At least your DVD will tide me over for a long while. But concerning your review (PSM2#14), pointing out the shortfalls, to coin a phrase, was like moaning about flecks of dust in a lake of liquid gold.
Edward Buccan,
Aberdeenshire

You'll be wanting our *FF10* update on pg48, Edward. We'll be keeping you up to date on the PAL release, but we expect an English language NTSC version to be released in the States sometime in January.

BANAL RETENTIVE

When people moan about PS2 having too many average games, remember that if they're being bought then *someone* is having fun with them. That's why PS2 was made – so we could all enjoy it
Jim Treena,
Via e-mail

You *buy* average games? For *fun*? The only person enjoying themselves there is a fat bloke in speedos diving into the Bay of Biscay off a pile of supermodels and *your* cash. Madness. Utter madness.

MORPH FOOL YOU

Dear PSM2
About a year ago, I heard that *Ehrgeiz 2* was going to appear on PS2, but I haven't heard anything about it since. Can you please tell me what the flip happened to it?
Gail White,
Via e-mail

Bit of a mystery, this, Gail. Our theory is that it's been and gone already. Square *were* working on the *Ehrgeiz* sequel, but it appeared to mysteriously vanish last year. Any resemblance to *The Bouncer* is, of course, coincidental. Suspicious, eh?

"WHY DO WE HAVE TO PAY 20 QUID FOR A REMOTE JUST TO GET THIS DVD PATCH? IS SONY GOING TO SEND IT TO EXISTING CUSTOMERS?"

A TOUCH OF EVIL

Dear PSM2
I've just read the shocking news that the *Resident Evil* series will now be moving exclusively to Gamecube, and this includes the highly anticipated *Resi 4*. I've been a loyal PS2 gamer from the start, and back the console all the way, but given the popularity of the *Resi* franchise, will this convince gamers that haven't already purchase a PS2 that Gamecube is the way to go?
Dean Seabrook,
Gwent

It's looking like *RE4* won't be making it to PS2 in the near future. Capcom have decided to commit the series to Nintendo's next-gen machine, but as we've seen in the last couple of months, console exclusivity deals don't appear to be worth the paper they're printed on. *Malice* on Xbox only, anyone?

GAMES, SET AND PATCH

Dear PSM2
In PSM2#15 you show Sony's flash new DVD remote control unit. It looks very nice indeed. You also mention that the accompanying CD that comes with it includes a new DVD driver which can be uploaded to the Memory Card and fixes many of the lip sync and non-playing disk problems. My box suffers from the lip sync problem on nearly all my DVDs, but why do I have to pay 20 quid for a remote just to get this DVD patch? Are Sony actually going to send it to all existing customers who have duff DVD software? Anyway, I've already got a DVD remote.
Paul Martin,
Via e-mail

We're assuming that Sony could've sold the patch on an official Memory Card for the same price, but decided to throw in a remote as well. We're not quite sure who's the winner.

DENMARKED YOUR CARD

Dear PSM2,
First of all I'd like to help Thomas Smith (Letters, PSM2#15)… 'cos I'm really a nice guy. Datel have a piece of hardware called X-Port which allows you to use your PC hard

the best series ever! ■ Will a PC usb keyboard fit-work on a PS2 thanx trev. ■ WHAT HAS HAPPENED TO BUFFY T.V.S. GAME OR HAS IT BECOME AN XBOX EXCLUSIVE? ■ This is the best issue of a magazine I've seen for ages. Good stuff. Tony, Cork, Ireland. ■ HI 2 U LOT AT PSM2,WHEN IS SHADOWMAN2 COMING OUT?WILL IT BE GOOD? HOPE SO,I,M LOOKING FORWARD 2 WIPEOUT FUSION ALSO,KEEP UP THE GOOD WORK!!!JASON K ■ VIRTUA FIGHTER 4 ??? ■ Aftrnoon people.Does any1 there know when/if F.Fantasy anthologys is comming out here? Thanx all ■ Right, I give up. When then the Aussie git goes to check his treasure in Monkey isl. How do i get him to lay a trail? Paul Tausney, Glasgow. ■ I bought ps2 remote and disc doesn't work when ps2 is vertical but flat the ps2 recognises it. if anyone else has same problem that is the solution. Stavkenobi ■ Get up, do turd, play ssx all day, sleep. Good plan aint it! ■ WEN IS DAT FIFA 2002 COMIN OUT. I WONDR WICH GAM IS BTR FIFA 2002 OR ISS PRO EVOLUTION 2? ■ PLEASE PRINT THIS IT WILL SAVE GAMERS MONEY 'DO NOT BUY THE BOUNCER' IT TOOK ME

LETTERS

THE LOUDEST VOICES IN THE PLAYSTATION 2 UNIVERSE

PSM2 CLINIC

Confused by that huge, whirring chunk of black plastic in the corner of your living room? Let Floyd and Bubba-Joe show you how it works.

#05: SOUND

WHAT'S SURROUND SOUND?

Cinema sound systems have become increasingly more complex, with countless speakers and soundtracks mixed to provide sound for everyone of them. In the home, however, things are fortunately more simple. The closest thing to the old Dolby Surround is Dolby Pro-Logic, which is used on practically all VHS videos. This consists of a stereo signal up front and a rear sound channel. The clever bit is that the sound for the rear channel is encoded into the stereo sound.

So, play it through your stereo hi-fi or TV and you'll get just left and right. But play it through a decoder (usually built into your TV or amplifier) and the rear channel is pulled out, ready for wiring up to a rear speaker (or pair of rear speakers). Most Pro Logic set ups – speakers and amp packs – usually use two rear speakers even though the output is mono (both speakers play the same thing) and throw in a sub-woofer (bass speaker) too, but this isn't actually a separate channel.

PS2 USES DOLBY DIGITAL THOUGH. WHAT'S THAT?

Just as Pro-Logic is used on videotapes, so Dolby Digital is by far the most common surround system on DVDs – the format PS2 plays. However to get at all that surround sound (just as with Pro-Logic) you need a surround sound decoder amplifier and the speakers – and this ain't cheap. The cheapest Sony Dolby Digital amp is £230 with another £200 for suitable speakers. Worth a look however is the Playworks DTT3500 system from Creative Labs which is specifically designed to work alongside PS2. A simple connection (supplied) from the amp box to the digital out on the back of your PS2 is all you need.

It's worth noting that if you do have a Pro-Logic TV or existing amp set up you'll still get a rear channel from your DVDs – Pro-Logic is encoded as part of the basic stereo signal, remember. Likewise, if you do splash out on a Dolby Digital amp and speakers you can still run your old videos through it and it'll pop out that Pro-Logic rear channel for you too.

WHAT'S A SUB-WOOFER?

A bass speaker, basically. Unplug all your other speakers and the sub-woofer – usually in a larger bulkier box – appears to output low-frequency thuds and gibberish. However, as an accompaniment to the rest of the speakers it adds an awesome cinema-style bottom end to the sound. In Dolby Digital it has its own dedicated speaker channel too (rather than just being a bass bin).

disc as a giant Memory Card. Just connect your PS2 with your PC and you're up and running.

Second I'd like to disagree with your Turf Wars (PSM2#15) list 'The Fantasy 11'. I only want to see – or hear – one thing in a footy game and that's national anthems. It's tough beating Brazil with Denmark if you haven't heard *Der er et Yndig Land*, which is Denmark's national anthem.

Asmus Neergaard,
Denmark

And a beautiful tune it is: *Der er et yndigt land/Det står med brede bøge/Nær salten østerstrand*... etc. Stirring stuff indeed, but the closest you'll get is *Pro Evolution Soccer*'s brilliant context-sensitive terrace yodelling. And thanks for the memory tip, Asmus, it's heart-warming to see PSM2 readers coming to each other's aid. Come on now everybody, group hug...

VERSUS, CHORUS

Dear PSM2

Do you have anything on *Alien Vs Predator 2*? I heard a whisper a while ago, but nothing since.

Andrew,
Burton Pidsea

We caught a sneaky glimpse on Fox Interactive's stand at E3 this year. They were running it alongside *Alien: Colonial Marines*, but was only early PC code. Keep an eye on Accelerator for further news.

A BOX ON YOU

Dear PSM2

Just thought James Griffiths (Letters, PSM2#15) and other readers would like to know that you can buy a lead (actually, it's more like a gadget) to plug your PS2 into a VGA monitor, or a laptop with a VGA INPUT socket. It's called the RedAnt PS2 VGA Box and works with all PS2s – PAL and NTSC – and I got mine from Project K Online (*http://www.projectk.com*). Just click on the 'PS2 Imports USA link' in the left-hand nav bar, then click 'PSX/PS2 VGA BOX' under Accessories. Hope this helps.

Mike Kingscott,
Via e-mail

James is probably feverishly banging in his credit card details even now. Thanks Mike, again PSM2 proves that our readers really do care.

DON'T WRITE TO PSM2 WITH:
WHY CAN'T MY PSONE PLAY PS2 GAMES..? XBOX WILL DESTROY US ALL... CONSOLE SLAGGING...

NEXT-GENDER

Dear PSM2

I'm writing to complain about the fact that boys reckon girls don't like 'boyish' games. Another thing that's been bothering me is how come you haven't shown any footage on *Tekken 4* yet? I cant wait for it. Thanks a bunch and keep up the excellent work on your great mag, I don't know what I'd do without it.

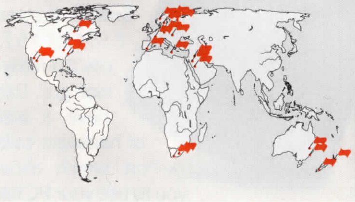
Tina McNulty
Via e-mail

Do they still think like that? Jeez. *Tekken 4*'s only an arcade game at the moment, we'll bring you PS2 footage when it exists.

All correspondence is assumed to be for publication unless marked otherwise. PSM2 reserve the right to edit readers' letters for length and clarity.

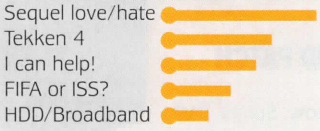
GLOBAL SPILLAGE

Letters from around the world in an easy to comprehend planet-gram.



YOU WHAT?

Who's been saying what this issue.



JUST 2 HRS TO FINISH! FROM M.CRIGHTON ■ IN TONY HAWKS 3 I WANT THE ABILITY TO PLAY AS A SPINNER DOLPHIN-THEY CAN EVEN DO 900'S! ■ I'm gonna need a lot of money this xmas for all the amazing games! thanks, Superjoe ■ HELLO PSM2 CAN YOU TELL ME IF THERE ARE ANY PLANS 2 RELEASE THE DRAGON BALL Z GAMES IN THIS COUNTRY? ■ Do you know the excact date for tony hawks 3. Cos i thought 1 and 2 were good but looking at 3 is amazing. Im addicted. ■ will they bring out "THE SIMS" from the pc ■ whts tekken 4 up to. bit crap? say it aint so!! ■ ANY NEWS ON THE NUMBR OF PS2S AVAILABLE AT XMAS. THERES NO WAY I'M MISSING OUT ON THIS BABY ■ the only mag worth reading, the only dvd worth watching. top work boys. outstanding. ■ any chance of telling me missus that PRO EVO SOCCER wont stop me decorating the bathroom?

PLAYSTATION 2 MAGAZINE
PSM2

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Printed in the UK by ET Heron & Co
Distributed by Seymour Distribution, 86 Newman Street, London W1P 3LD. Tel 020 7907 6000

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ON THE SLIPPERY SLOPE: Daniel Dawkins

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- **CODE TESTED**
  PAL (UK)
- **DEVELOPER**
  EA Canada
- **PUBLISHER**
  EA Big
- **GAME TYPE**
  Snowboarding
- **PRICE**
  £44.99
- **EXTRAS**
  1-2 Player, Memory Card, DualShock 2

PlayStation.2
SSX Tricky
EA SPORTS BIG

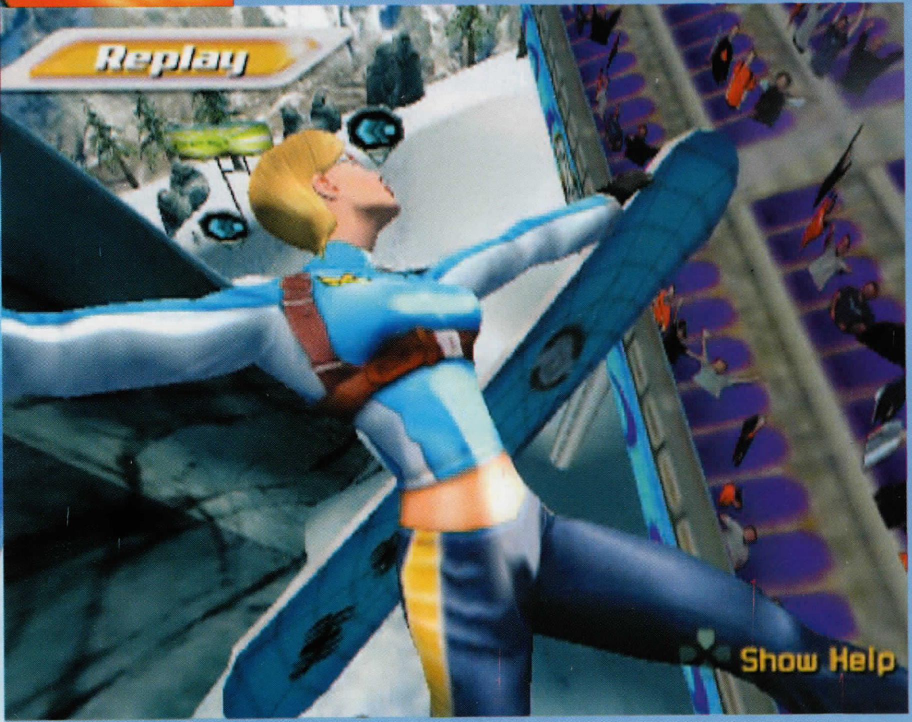
DETAILS

- 10 completely revised tracks – including Untracked and Pipedream, plus two new courses, Alaska and Garibaldi.
- Six new characters voiced by celebrities such as Lucy Liu, Oliver Platt and Billy Zane, plus six returning cast members.
- World Circuit, Showoff, and Time Challenge modes, with full Practice tutorial.
- DVD extras, including 'making of' video charting the evolution of *SSX*.
- Soundtrack from Mix Master Mike, Rahzel, Plump DJ's and Aphrodite – mixed in Dolby Digital 5.1 audio.

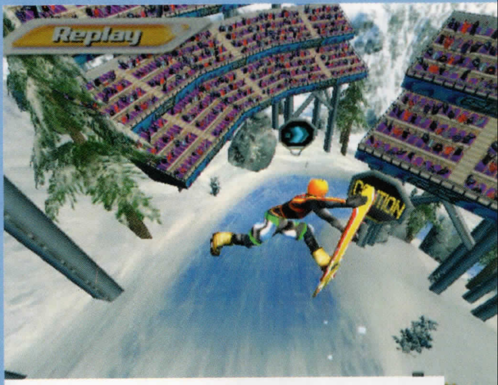
Funny, isn't it? How little things remind us of being in love. Like a waft of perfume or a cheesy song. With *Tricky* it was the squeak. Everything that made *SSX* so great – the high-adrenaline racing, the pad-cracking relief of clipping the *right* side of a gaping ravine and the sheer elation of being *better* than your mates – came flooding back when we heard the crispy pinch of board against powder. *Tricky* doesn't just fulfil expectations. It shatters them – shaking you by the collar and shouting 'I am the greatest', until your frazzled heart begs for mercy. It's *SSX*'s cooler, meaner, smarter brother – and *still* the most exhilarating game on PS2.

DVD ACTION
Check this month's DVD to see Moby busting Uber moves on the new Garibaldi course. Looks good, eh? The finished game looks even better.

Right from the off, you *know* you're in for a treat. A frosty female voice booms 'Welcome to *SSX Tricky*', and in a few anxious moments you're charging headlong down the slopes of Snowdream. A huge moon dominates the sky, ▶



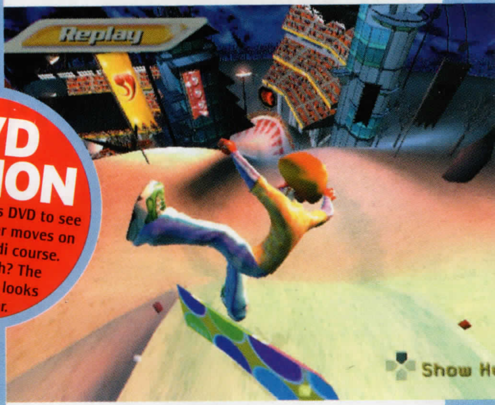
ELISE RELEASE ME: The old favourites are back, with brand new boards and outfits - but a policewoman's uniform? Crikey 'eck.



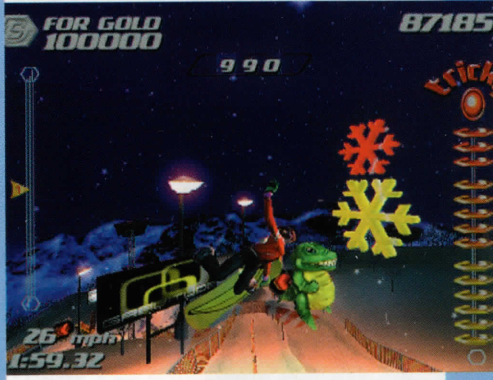
UBER THE LIMIT: Each character has four basic Uber moves - handily, the game will tell you how to do them mid-race.

UBER THE MOON

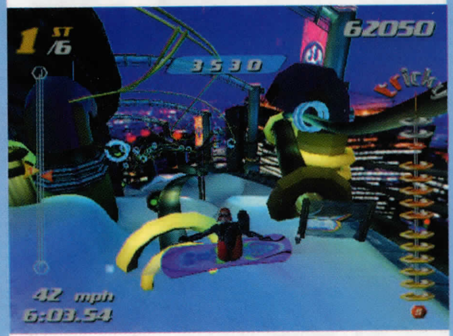
"Tricky. Tricky. Tricky," shout Run DMC. It's Uber time. Simply build up your boost bar, pull a normal trick with the shoulder buttons, and press ⊡ to segue into a sense-defying Uber move. Kickflips, Front Foot Impossibles and, um, tricks where you spin the board on your head are all possible. Land six Uber tricks and you light up your TRICKY bar, enabling the pseudo-sacred Super Uber moves. How do you do them? What do they look like? Find out next issue…



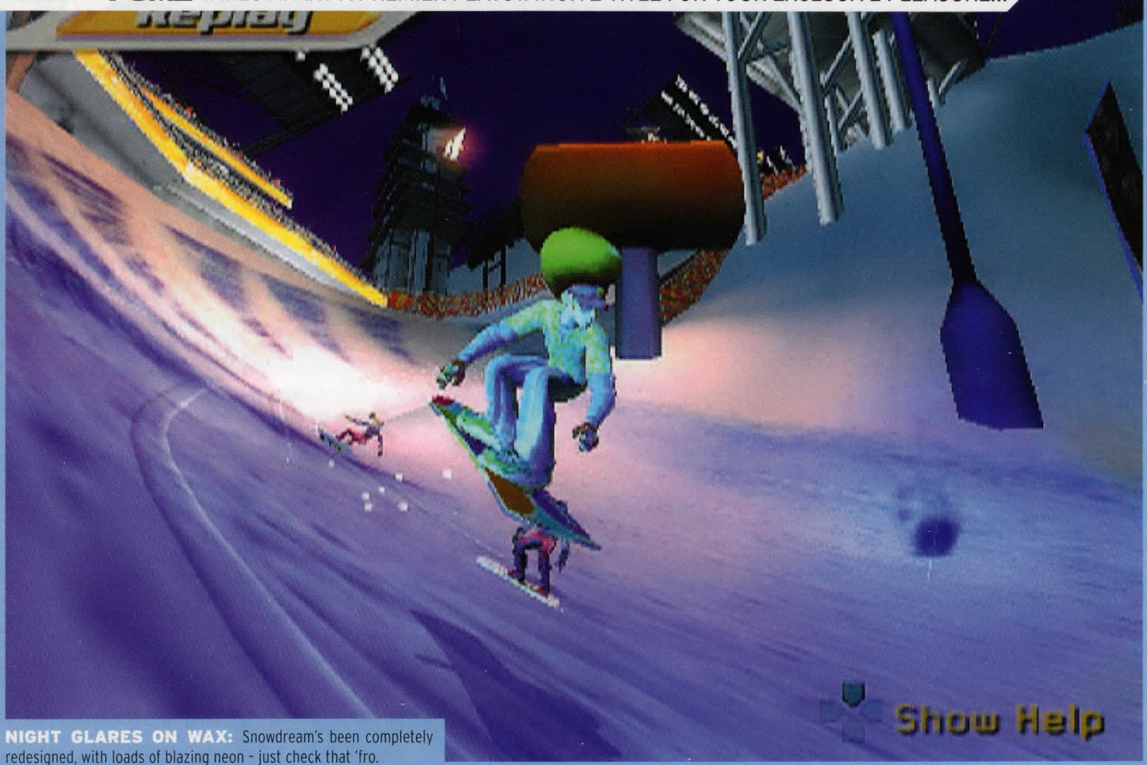
UBER GOODING JUNIOR: Though EA Canada claim the Uber moves are physically possible, we're not *quite* so sure.



UBER DIVING: You've got a full boost meter and all the Tricky letters are lit up - time for a high-scoring Super Uber move.



UBER AND OUT: You'll need plenty of height to attempt some of the more difficult Ubers - Zoe's never going to make this, is she?



NIGHT GLARES ON WAX: Snowdream's been completely redesigned, with loads of blazing neon - just check that 'fro.

and neon blazes against the scything powder trails. Re-discovering your feel for the controls, you arch between the pack and flick a casual punch into the face of tubby hick, Luther Dwayne. As he tumbles cursing to the floor, the beat starts to accelerate, ra-ta-ta-ta-tA-TAAA, and Run DMC's chorus kicks in like sonic amphetamine. "TRICKY, TRICKY, TRICKY." Heart-jumping, fist-pumping, you just *know* everything's going to be alright.

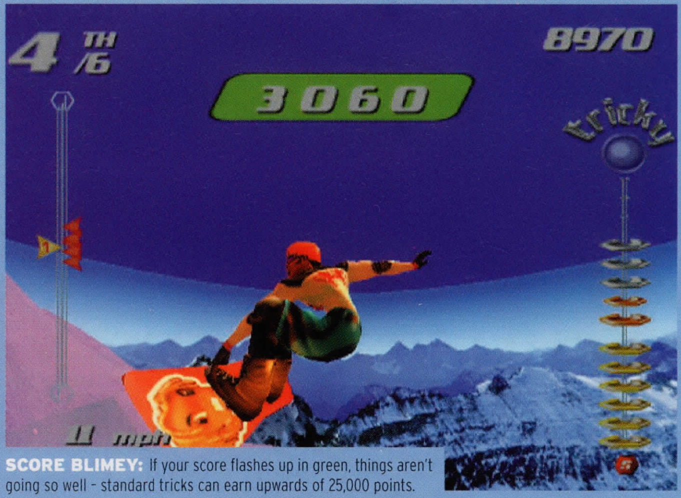
IN THE REMIXER

Dark. Edgy. Slick. They're the first things you'll notice about *Tricky*. Each track's had a major overhaul to accentuate the brasher, more cartoony feel. Mesablanca's baked by an eerie purple sun, Elysium takes place at twilight and Tokyo Megaplex's splatter-shot with rude neon. If *SSX* was a pop song, this is its block-rockin underground remix, delivering the same adrenalised thrills with edgy bravado.

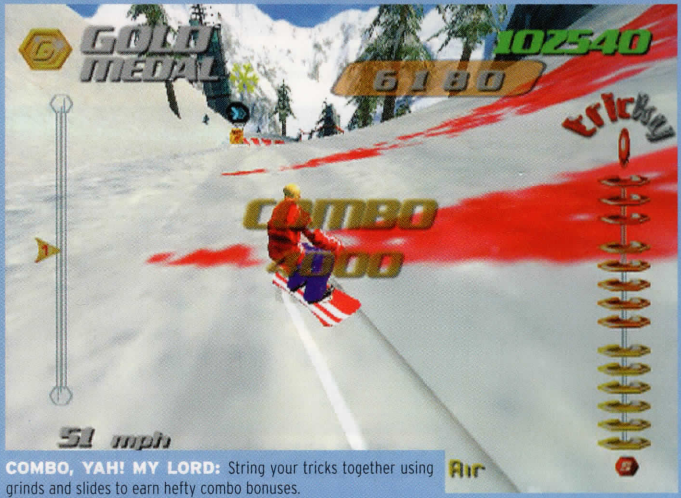
Whether you dipped into the first game for sharp racing thrills, or dedicated months to nailing every devious trick and red snowflake, *Tricky*'s got something new to offer. Everything you might've wanted to change has been re-jigged, tested to destruction and taken to the max, delivering a deeper experience for experts and more instantly exhilarating blast for beginners. More tricks? You betcha. Combos? Sure thing. Wilder racing? In the bag. It's the *SSX* we always wanted but were too busy enjoying ourselves to ask for.

TRICKY, TRICKY, TRICKY

540˚ Ripe Swiss Cheese? Don't mind if we do. The Trick Book features all your favourite grabs, plus a smorgasbord of radical new delicacies. Tricks are colour coded to reflect their difficulty – black being the hardest – so you'll instantly know when you've nailed a top trick. To encourage experimentation, players can earn Big Air bonuses of 1000 points for audacious leaps.
With the new combo-friendly terrain, Uber tricks and kinder grind physics, scores will snowball. Are you up to the challenge?

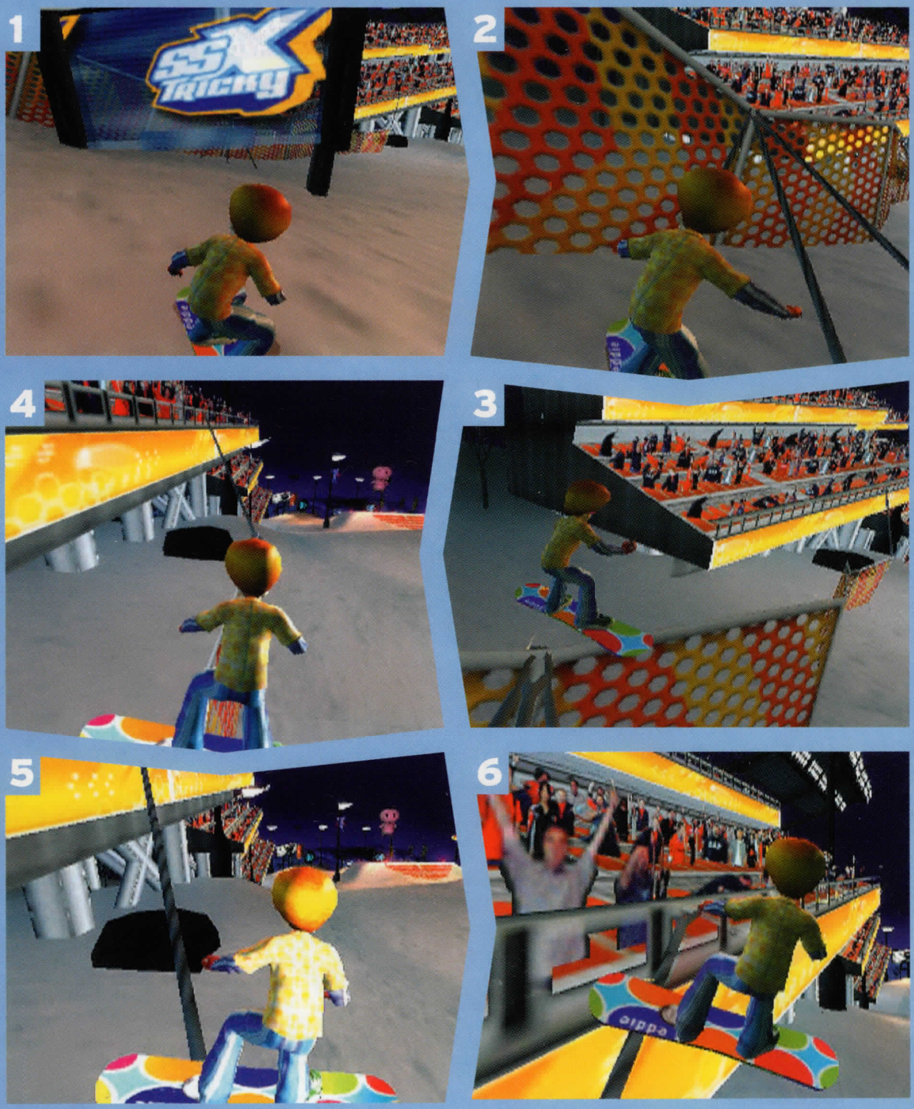


SCORE BLIMEY: If your score flashes up in green, things aren't going so well - standard tricks can earn upwards of 25,000 points.



COMBO, YAH! MY LORD: String your tricks together using grinds and slides to earn hefty combo bonuses.

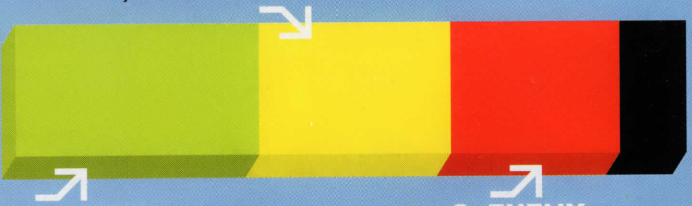
THE PROMISED STAND: It pays to keep your eyes open for the next link in the combo chain . In this example, Eddie bursts through the Short cut marker, up the rail and onto the main bandstand. If you time it right, you should be able to leap on to another barrier below.



FRIENDS LIKE THESE

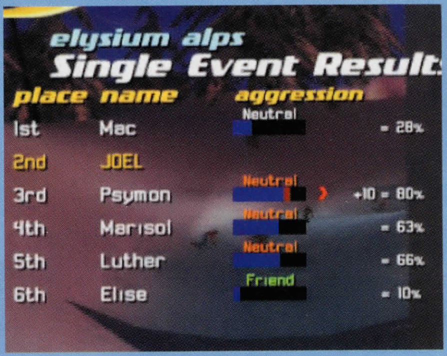
The aggression bar – what's that all about then? Basically, some characters are friendlier than others and much less likely to turn against you if you accidentally dish out a slap. Bad-asses like Luther have really small tolerance levels, so one misplaced punch will make him an enemy for life.

2. FRIEND: They stop being a close buddy and just become a friend, hit them some more and...



1. BUDDY: Every time you hit someone, their aggression bar grows in length, until...

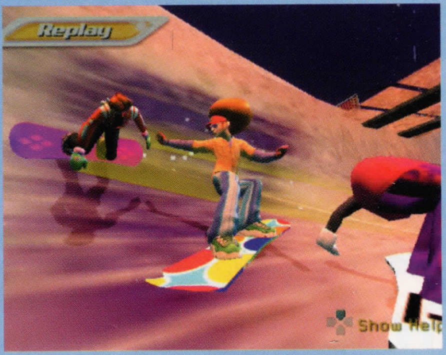
3. ENEMY: They become enemies. The tolerance levels differ from character to character.



elysium alps
Single Event Result

place	name	aggression	
1st	Mac	Neutral	= 28%
2nd	JOEL		
3rd	Psymon	Neutral	+10 = 80%
4th	Marisol	Neutral	= 63%
5th	Luther	Neutral	= 66%
6th	Elise	Friend	= 10%

BAR WARS: At the start of the game, most people are your friends - but after a few races you can soon land yourself in trouble.

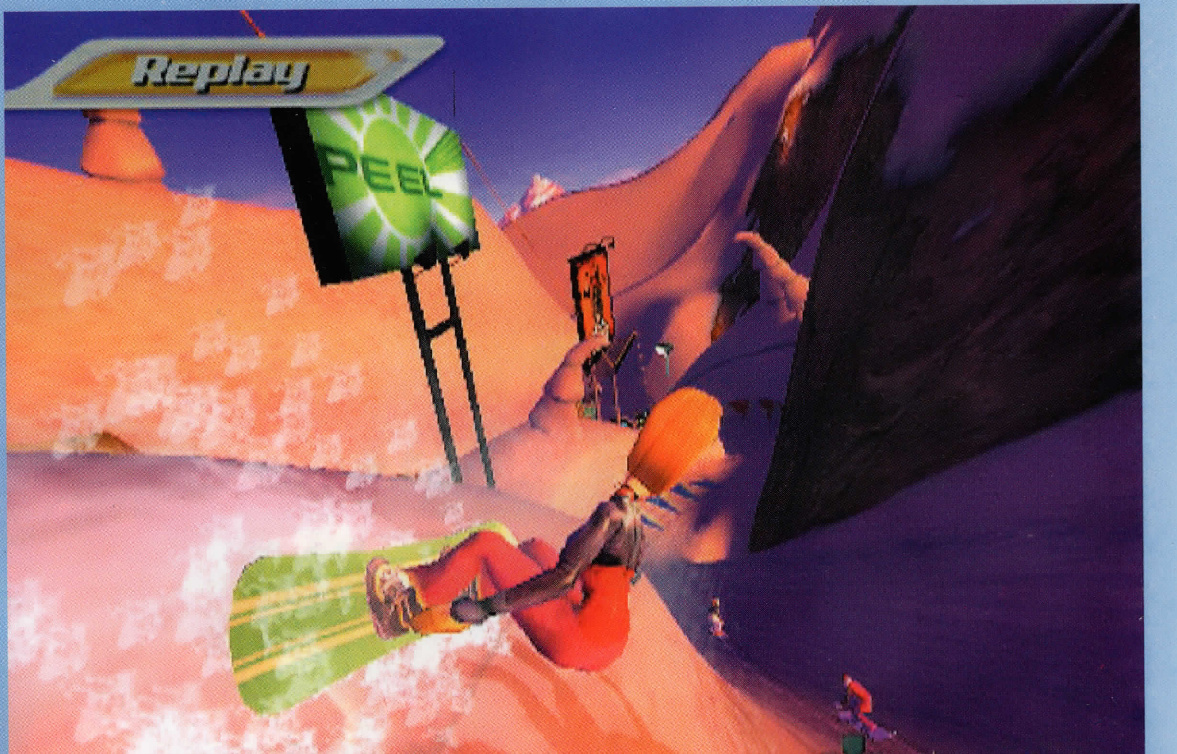


'FROING A PUNCH: Tap the right Analogue stick to stuff a pair of dirty mittens into the other riders' faces - just like *SSX*.

"WHACK A RIVAL AND THE WORD 'KNOCKDOWN' FLASHES ACROSS THE SCREEN"

There's now more incentive to spank your opponents as you head down the slopes. Send one on to their ass, and your boost meter goes up. But how many enemies do you want to make?

GOADING SCREEN: The characters pursue their grievances during the cut-scenes - Marisol and Elise just can't see eye to eye.



SNOWING FOR GOLD: Check out the special touches - Marisol's hair flaps in the breeze and powder ghosts off the slope.

The most obvious addition's the new characters. Fatty German, Jurgen, and techno-alpine kid, Hiro, have bitten the dust – presumably due to unpopularity – but as *SSX*'s Executive Producer Steven Rechtschaffner explains: "We like to say Hiro and Jurgen aren't coming back because they got caught up in this really bad accident."

As a result, six new characters have entered the *SSX* World Circuit – each with a unique personality and attributes. Wise crackin' afro-centric Eddie is the face of *Tricky*, voiced – unbelievably – by David Arquette. Yep, the tubby hubby of Courtney Cox. Listen out for other C-list stars – including Billy Zane and Macy Gray. See the 'So Solid Crew' box on pg22 for full details.

There're plenty of folk to suit your style. Pipedream veterans don't *have* to pick Mac if they want to land the big tricks. Seeiah, JP and Kaori are all viable alternatives. The racing side's well catered for with Eddie, Marisol and Brodi, while Moby and Zoe are great all-rounders. Better yet, each character has an increased wardrobe – from Mac's GI costume to Moby's bastardised Union Jack bodysuit – and more specialist boards, including the secret high-performance Uberboards. There're no customisation options, but as *Tricky* Producer Larry LaPierre revealed in PSM2#12, "The characters mightn't take kindly if you dressed them up."

"THERE'RE PLENTY OF FOLK TO SUIT YOUR STYLE. PIPEDREAM VETERANS DON'T HAVE TO PICK MAC IF THEY WANT TO LAND THE BIG TRICKS. SEEIAH, JP AND KAORI ARE ALL VIABLE ALTERNATIVES"

This spiky attitude reflects in the racing. There's now a complex relationship system between characters, so while sugar-sweet Kaori's friends with everyone, beauty queens' Elise and Marisol are mortal enemies. Friendly characters look out for each other in a race, moving aside when their buddies pile through the pack. Rival characters will close in on their foes, looking to dish out a slap. Crucially, the way you treat other characters will affect your progress in the World Circuit racing mode – hit a friend too often and they might turn against you.

Whack a rival, and the word 'Knockdown' flashes across the screen – lighting up your boost ▶

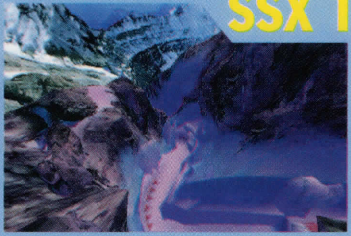
RETURN OF THE TRACK

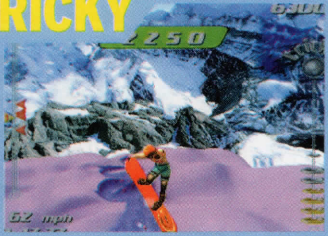
One year on, and some of the tracks have changed almost unrecognisably – tracks like Tokyo and Mesablanca have been made more intense, in-keeping with the game's edgy feel. But are they an improvement on the originals? How do the new circuits measure up? Who better to tell you than the mag that's played it to breaking point…

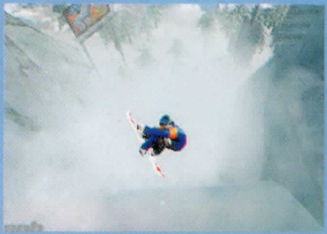
NEW COURSES

ALASKA

Described as the 'pinnacle of the SSX experience', this evil, twisting track is a racer's ultimate challenge, and the last track on the World Circuit trail. Packed with ice, moguls and death-defying leaps – we challenge you not to fall.




SSX TRICKY
2250
62 mph

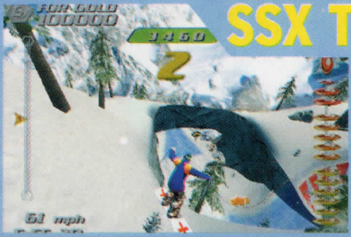


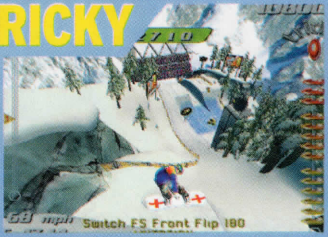
PSM2 VERDICT

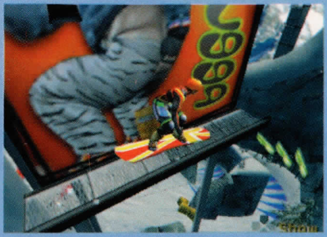
Not one for trickster's – it's a battle staying on the course. At over five minutes long this is a real trial of endurance, and never dull for a second thanks to the evil ice plains, stomach-lurching bumps and nightmare tunnels. For racers only, but good nonetheless. **7/10**

GARIBALDI

The first course begins with an incredulous leap through a 600ft bank of mist. Pretty soon, this opens up like a generous *Snowdream*, with wilder pneumatic ramps and huge berms. Great in Showoff mode.




SSX TRICKY
68 mph
Switch FS Front Flip 180



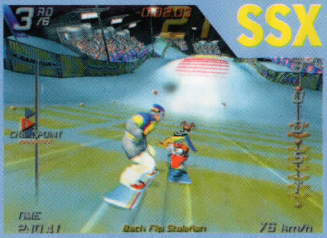
PSM2 VERDICT

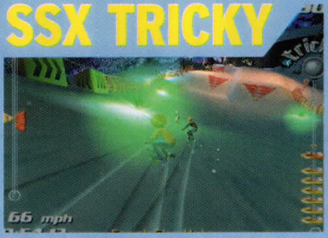
Our favourite new track, thanks to its boggling trick potential. Even the biggest jumps have micro-width booster ramps to take you even higher. A perfect introduction to the thrilling world of *SSX* – love that blind cliff drop. **8/10**

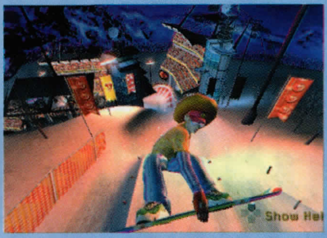
OLD FAVOURITES

SNOWDREAM

The old favourite still takes place at night, but the lighting's been taken over by the Ministry of Sound – rude neon spotlights blaze the twisting powder banks. More ramps, rails, balloons and madness than ever – a real stunt course.


SSX
3
CHECKPOINT
TIME
Back Flip Stalefish
76 km/h


SSX TRICKY
66 mph

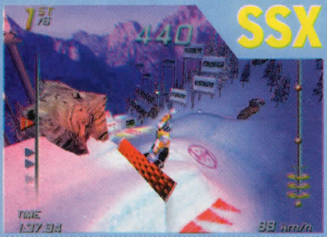


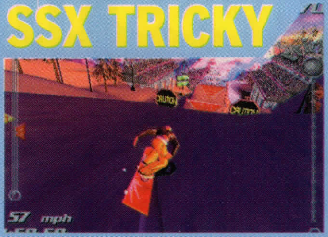
PSM2 VERDICT

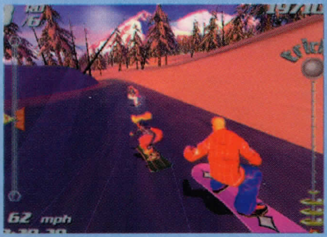
We *love* it. To bits. This is the perfect Showoff track, with the most immediate payoff in terms of combos and swirling rails. The lighting's a revelation, the feel silky smooth. This is the circuit we kept coming back to. **10/10**

ELYSIUM ALPS

Not *that* much has changed – on the surface. The race now takes place at a hazier stage of twilight, with some cheeky tinkering of old short cuts. Rest assured, the ice loop and staggering tripartite cliff leaps still remain.


SSX
1ST
440
TIME
1:37.94
88 km/h


SSX TRICKY
57 mph

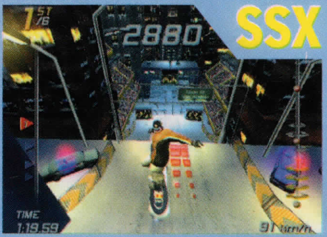


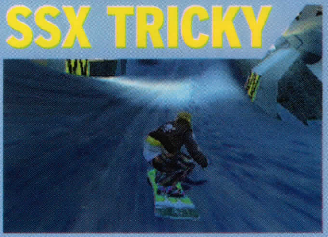
PSM2 VERDICT

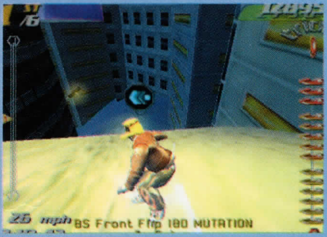
Well, Elysium was always the best racing track – certainly in two-player – and that's still the case. The huge glass barriers in the half-pipe have been replaced by irregular-shaped hurdles, so skilful riders can leap through the middle – which we applaud. Felt slightly smoother and flowing. **8/10**

MERQURY CITY

The city was always dark – but not like this. The new Merqury's a considerably different place, removing a lot of the old building-smashing antics of old. Don't worry, there's still lots of evil new short cuts in wait.


SSX
1ST
2880
TIME
1:19.59
81 km/h



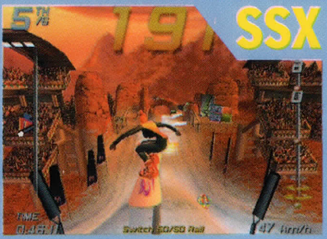

25 mph
BS Front Flip 180 MUTATION

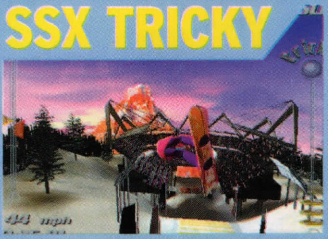
PSM2 VERDICT

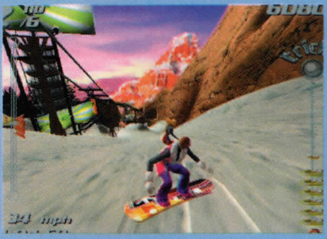
Maybe we're missing a trick, but this was – initially – a bit disappointing, lacking the buzz of the *SSX* original. The banks were too tight to score any air or cut loose. Time will be the ultimate judge here. **6/10**

MESABLANCA

Same old, same old – but with a blazing *purple* sun and trickier feel. The commentator promises: "High speed and huge airs," and they're not joking – a perfect track for smooth riders like Moby, Brodi or Elise. The soundtrack's just amazing – pure scorching techno funk.


SSX
5TH
191
TIME
Switch 50/50 Rail
47 km/h


SSX TRICKY
44 mph

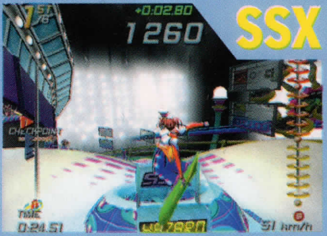


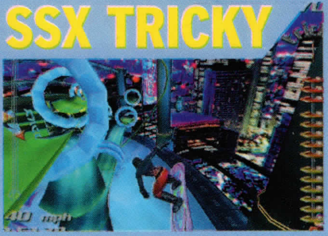
PSM2 VERDICT

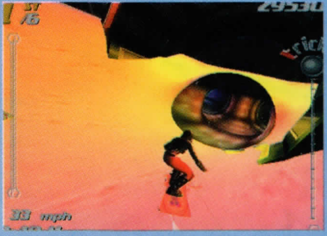
One of the most instant tracks and a delightful compromise between tricks and racing. Some of the off-piste grind sections were a real surprise. The tunnel section's the biggest short cut in the game – spanning near half the course. Incredible. **8/10**

TOKYO MEGAPLEX

Jeez. Is this the same place? The multi-level ramps now span over four levels, offering huge scope for ramp play. Watch out for the twirly wormholes like Pipedream's secret section from *SSX*. Definitely smoother and more playable.


SSX
1ST
+0:02.80
1260
CHECKPOINT
TIME
0:24.51
51 km/h


SSX TRICKY
40 mph

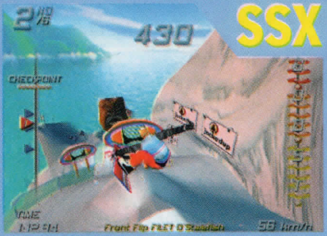

1ST
2930
33 mph

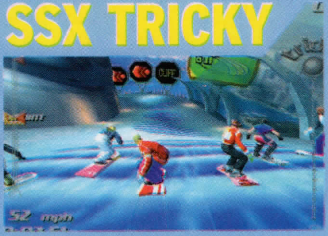
PSM2 VERDICT

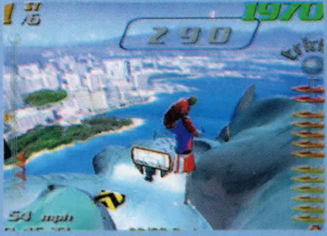
This is what it's all about – Tokyo's now one of our favourite courses, not a novelty diversion to show your mates. The number of hidden paths are boggling and the trick potential's hit the roof. We just haven't had time to explore it all. **9/10**

ALOHA ICE JAM

Probably the least changed – save for a new background graphic and some mad lighting at the final tunnel. Nevertheless, there's still lots of hidden new grinds into mystery tunnels and the mogul section flows more smoothly.

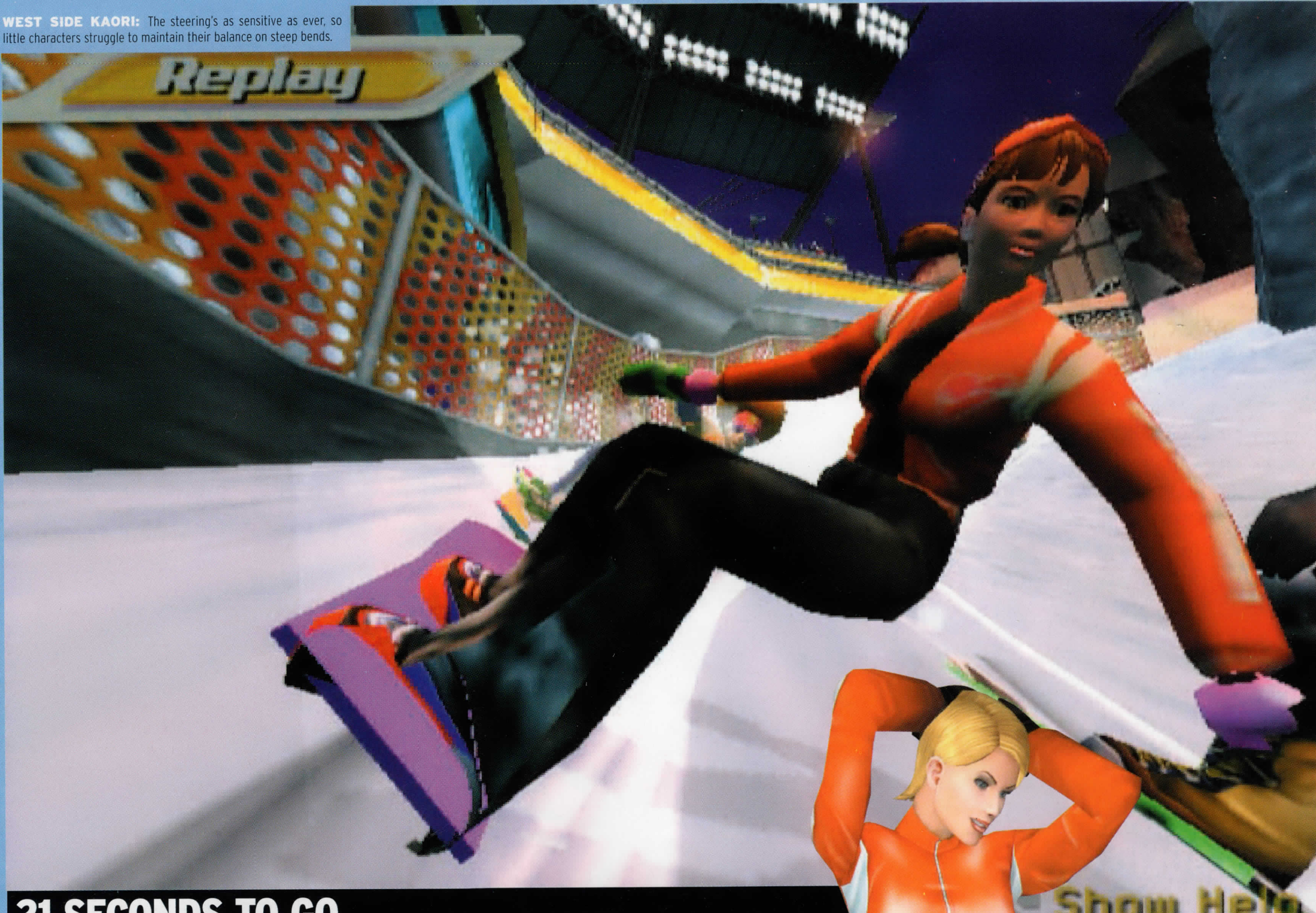

SSX
2ND
430
CHECKPOINT
TIME
Front Flip FEET 0 Stalefish
58 km/h


SSX TRICKY
52 mph


1ST
1970
290
54 mph

PSM2 VERDICT

Hmmm, we never loved Aloha, and we've no more reason to now. It certainly looks better but still feels a little piecemeal. With practice, maybe we'll warm to its reflex-intense charms and sudden jumps. Until then… **6/10**



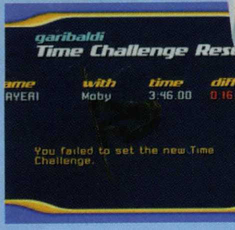
WEST SIDE KAORI: The steering's as sensitive as ever, so little characters struggle to maintain their balance on steep bends.

21 SECONDS TO GO

If tricks leave you colder than a penguin's giblets, you might want to try the Time Challenge mode – the Showoff mode of racing. Essentially, you're given a stupidly tight time limit to reach the bottom of the mountain and complete the challenge. No checkpoints, no bonus time, just sheer madcap racing – listen for the Ski Sunday-style cow bells as you're charging past the crowds. Finally, a reason to use Alpine boards.

COUNTDOWN AND OUT: Four seconds to go - you'll never reach the finish.

CHEESE AND UNION: Don't be afraid to take every dirty short cut - you'll need them.



AYERI Moby 3:46.00 0:16.00

You failed to set the new Time Challenge.

BRITISH FAIL: Sorry Moby, you failed to make the cut - try again.

▸ meter and presenting a tactical dilemma. Do you use the boost to get ahead of the pack, or save it to access the board-twirling Uber tricks? If you want to go fast, use the boost. If you want to score high, save it for the Ubers. The distinction between racing and tricking has never been clearer. But if you want to do *both*, to *really* show off, then you need to shin a precarious line of compromise – increasing the scope for expert play. Once you've adjusted to boosting strategically – not automatically – the system works a dream.

The Uber tricks, then. Do they work? Good gravy, yes. However implausible leaping off a mountain, jumping out of your bindings and twirling the board *on your head* seems, the Ubers have been seamlessly integrated into the action. All you need to do is build up the boost meter – by landing tricks or knocking people down – and press ◎ while performing a standard aerial move. The timing's *slightly* more subtle than that, but only enough to increase the sense of satisfaction – some moves require more height than others, like Seeiah's insane full body twirl. Ace.

You see, it's not called *Tricky* for nothing. While the thumb-bruising, shoulder-tightening racing remains intact, the gameplay's been raised to greater heights than K2's misty plateaus. The sheer volume of short cuts, hidden rails and jumps blew us away like a frosty breeze. After hours of cornea–curling gameplay, we reckon we've barely scraped the surface. The potential for combinations is immense. Riding by the seat of our pants, we were still able to link together five-string chains – misty flipping from logs to rails to steely bandstands. The level design's delightful *and* fiendish.

Every track's had an overhaul – some more notably than others. Tokyo Megaplex's barely recognisable, with its swirling network of skyways and pulsating wormhole tunnels. Far from the novelty circuit of old, Tokyo's now a mac daddy of chicanery. Forget your hard-earned short cuts from *SSX*, because 90 percent of them are down the swanny. One year on, *Tricky*'s got a nebulous new world of secrets. Everything's bigger, badder and bolder. To emphasise the key ▸

"HOWEVER IMPLAUSIBLE TWIRLING THE BOARD ON YOUR HEAD SEEMS, THE UBERS HAVE BEEN SEAMLESSLY INTEGRATED INTO THE ACTION"

leaps, the game camera pans out, spinning in bullet–time. The lighting's rude and glaring, the powder effects chunkier and more dramatic. Visually, *Tricky*'s been blown out of a cartoon raygun.

If the visuals are loud, then the sound's stamping out of your speakers with funked-up concrete hobnails. The music's just blood-rushingly sensational – blasting the game's emotional impact off the Richter scale. Tracks from the Plump DJ's, Mix Master Mike and Rahzel have been spliced with Run DMC's *It's Tricky* to create the most stirring soundtrack on PS2. As you approach a big jump, the beat builds to a chunky crescendo, dropping to an effortless silence as you soar through the skies. Hip-hop drums slide over ripping Chemical Brothers' electric basslines, reflecting *Tricky*'s darker, hardcore feel. Trust us, you'll love it.

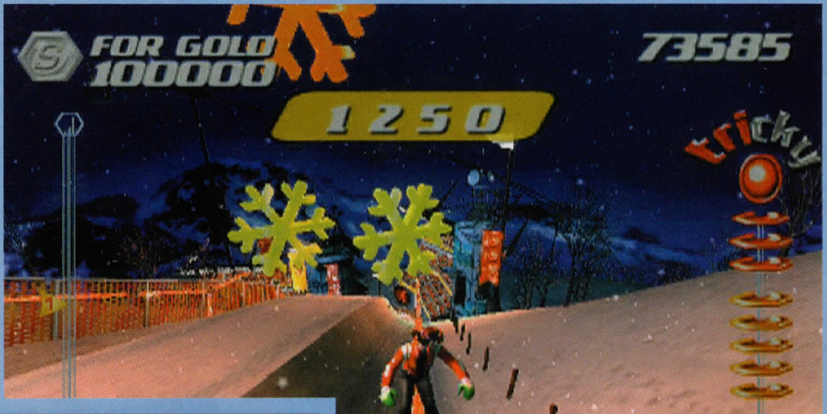
SWISH YOU WERE HERE

At its height, powder flushing the screen, jostling for position on a tight bend with barbed comments ringing your ears, it's hard to imagine anything you'd rather be playing than *SSX Tricky*. The game tackles your senses like a steroid-fuelled Octopus – engaging your involvement on every level. You'll flush every time you nail an Uber move, bust through a short cut or flash through the pack to steal first place by inches. Sight, sound and finger-twitching gameplay working in perfect harmony. Multi-player games are the steely-eyed test of nerve they always were.

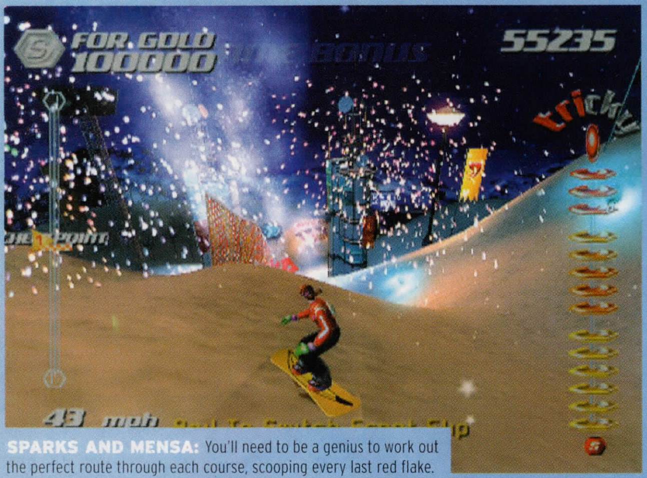
What's wrong? Not a lot. The only quibble's that it's basically the same game as *SSX*, albeit cranked to adrenaline-choking levels. Despite the character interaction and story scenes, the World Circuit – where you win races to unlock tracks and improve your rider's skills – is eerily familiar

SHOWOFF YOUR HEAD

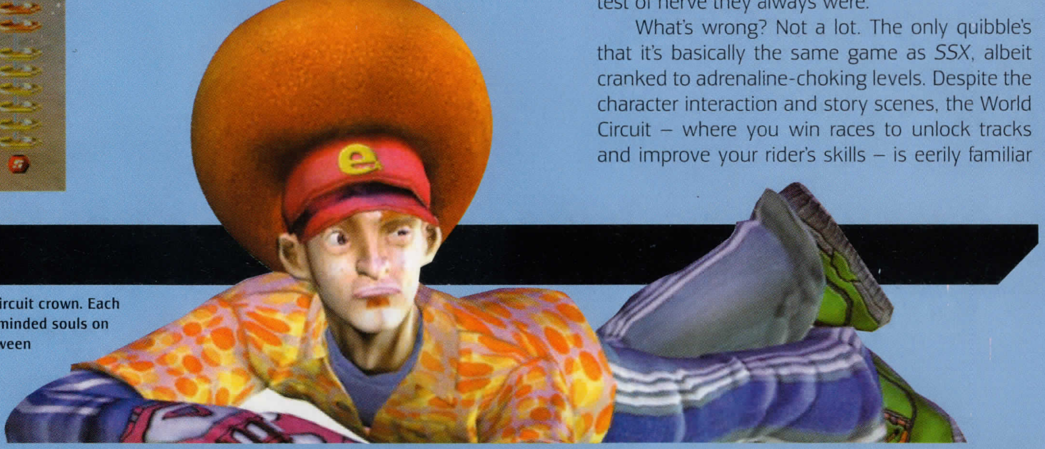
Little over a year ago, PSM2 scraped its first gold medal on *SSX*'s Pipedream course – a mere 150, 000 points – and we wept like joyous babies. Six months later, we were casually breaking scores of half a million. Today, your Pro Dojo scores regularly top 630,000. Now *that's* a learning curve. Recognising the potential, EA've made *Tricky*'s Showoff courses completely different from their World Circuit counterparts – packed with extra rails and stunt-friendly short cuts. Tricks can be flowed between obstacles, earning huge combo bonuses – 1000 points for each linked move. Red snowflakes might be harder to reach than ever, but if one of you hasn't broken a million points by Christmas, we'll eat our gloves.



SLIDE OF HAND: The grind physics are much more generous when you're boosting - vital to collect those elusive score-boosting snowflakes.



SPARKS AND MENSA: You'll need to be a genius to work out the perfect route through each course, scooping every last red flake.



SO SOLID CREW

It's cheerio to Jurgen and Hiro, and hello to six new riders vying for the *SSX* World Circuit crown. Each character has a complex system of likes and dislikes, forming allegiances with like-minded souls on the circuit. The story sections between races explain the 'special' relationships between characters. Mac, Elise and Marisol in a bizarre love triangle? Surely not? Hmmm?

THE OLD SCHOOL

MAC
- **SPECIAL SKILL:** Tricks
- **CELEBRITY VOICE:** Ryan Wall
- **LIKES TO SAY:** "OK, OK, I'm ready"

KAORI
- **SPECIAL SKILL:** Tricks
- **CELEBRITY VOICE:** N/A
- **LIKES TO SAY:** Everything in Japanese.

JP
- **SPECIAL SKILL:** Tricks
- **CELEBRITY VOICE:** N/A
- **LIKES TO SAY:** "Au revoir"

ELISE
- **SPECIAL SKILL:** Edging
- **CELEBRITY VOICE:** Lucy Liu
- **LIKES TO SAY:** "Sweeter'n candy"

MOBY
- **SPECIAL SKILL:** All-round
- **'CELEBRITY' VOICE:** Nick Malaperiman (EA PR geezer)
- **LIKES TO SAY:** "I can see London from here"

ZOE
- **SPECIAL SKILL:** All-round
- **CELEBRITY VOICE:** Bif Naked, alt rock star.
- **LIKES TO SAY:** "C'mon Zoe, you can do this"

YOUNG BLOOD

EDDIE
- **SPECIAL SKILL:** Speed
- **CELEBRITY VOICE:** David Arquette (Scream)
- **LIKES TO SAY:** "I wrote the textbook, baby"

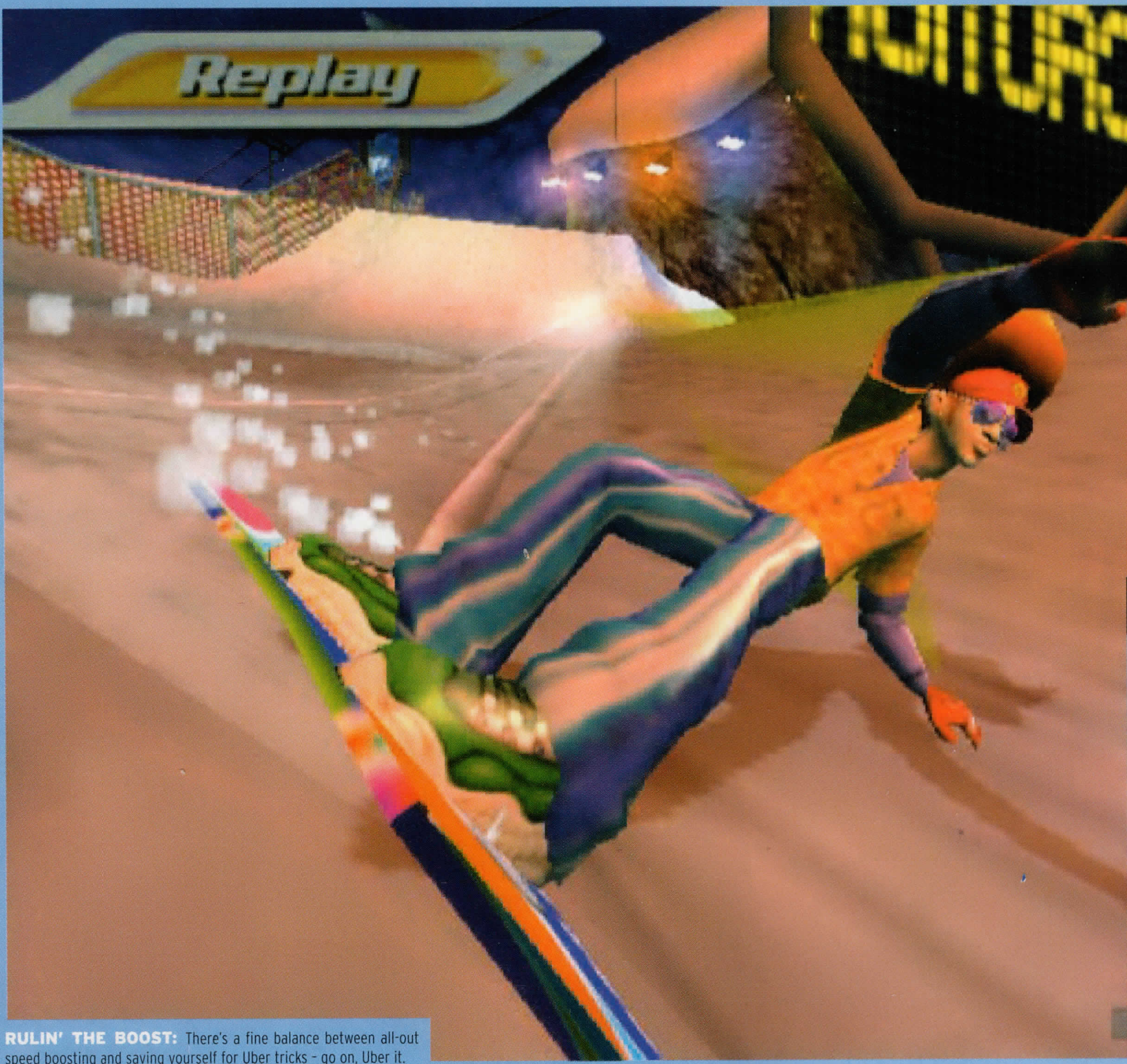
BRODI
- **SPECIAL SKILL:** All-round.
- **CELEBRITY VOICE:** Billy Zane (Titanic)
- **LIKES TO SAY:** "Wax your way to victory"

MARISOL
- **SPECIAL SKILL:** Speed.
- **CELEBRITY VOICE:** Patricia Velazquez (The Mummy)
- **LIKES TO SAY:** "I like to party, let's have some fun"

SEEIAH
- **SPECIAL SKILL:** Tricks
- **CELEBRITY VOICE:** Macy Gray
- **LIKES TO SAY:** "That was bombastic"

LUTHER
- **SPECIAL SKILL:** Stability
- **CELEBRITY VOICE:** Oliver Platt (Lake Placid)
- **LIKES TO SAY:** "Grrr"

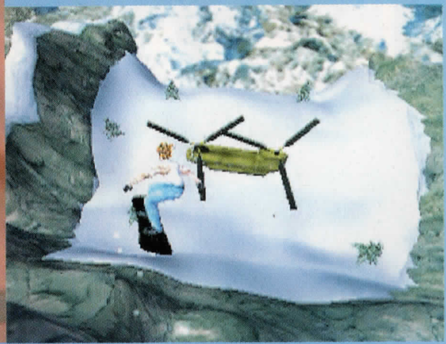
PSYMON
- **SPECIAL SKILL:** All-round
- **CELEBRITY VOICE:** Jim Rose (Performance artist)
- **LIKES TO SAY:** "Don't look at me"



RULIN' THE BOOST: There's a fine balance between all-out speed boosting and saving yourself for Uber tricks - go on, Uber it.

OFF THE RECORD

We don't want to spoil *everything* do we? Untracked's unlocked in the same way and looks kinda similar, but Pipedream's, well, different. You won't believe what's at the bottom of the run. More next issue.



HELI ON EARTH: Psymon's wrestling with the powder-fresh slopes of Untracked - featuring more secret routes than ever.

"THE ONLY THING WE'VE GOT A PROBLEM WITH IS THAT IT FEELS LIKE RETREADING SACRED TURF"

for veterans. They'll chug through with *relative* ease. Showoff's the same and the inclusion of a Time Challenge mode for racers is slightly token. Debatably, grinding's a bit imprecise – despite the steady new physics. The only thing we've got a problem with is that it feels like re-treading sacred turf. You don't get *quite* the surprise second time out.

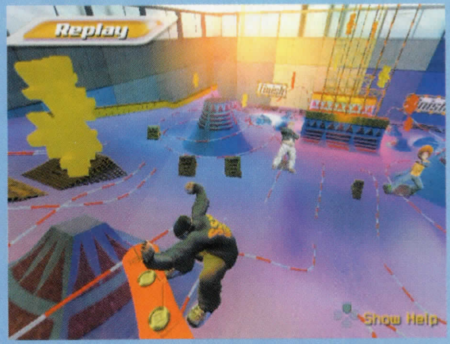
Should you buy *Tricky* if you've got *SSX*? Almost definitely. Purists and trick-fiends will devour it like the game they've always wanted. In terms of balance, it beats the shit out of the original. For *SSX* virgins, this is the definitive episode in the series – and certainly the most exhilarating. The only question mark is for people – who for some bizarre reason – didn't get on with the first game and only dipped in for the occasional race. There isn't quite enough surface value to merit another £45, despite the excellent DVD extras. Through no fault of its own the freshness of the *SSX* experience has been diluted by poor copycats.

Like an estranged lover, *Tricky's* returned slimmer, fitter and more alluring than ever. You might see the similarity, but you won't stop falling in love again. Like no game in existence, *SSX Tricky* defines the PS2 experience – and given the current euphoria surrounding Sony's machine, that's as extreme as it gets. **PSM2**

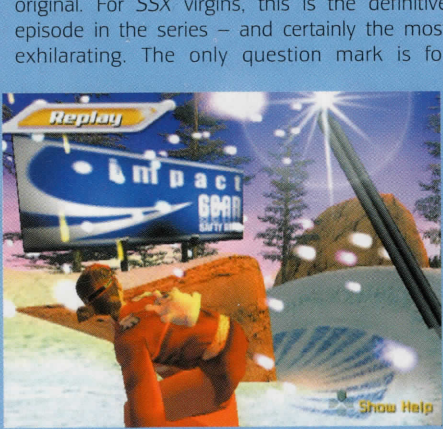
EA's greatest game will be barging into stores on November 30th.

INSIGHT

■ *SSX Tricky*'s Executive Producer Steven Rechtschaffner used to be captain of USA's freestyle ski team and claims to have invented boardercross. He owns over 200 DVDs – hence *Tricky*'s DVD extras.



PIPE FOR THE TRICKING: You don't want to see the hush-hush Pipedream 2, or Mac's secret FBI garb, do you? Thought not.



BRIGHT FANTASTIC: The revamped lighting effects are simply ice-melting - look at the lens flare cast by that spotlight. Ouch.

TRICKSTER'S CHOICE

1 **SSX TRICKY**
One year on, the original slope daddy's wiser and trickier than ever - a neon-buffed glimpse of boarding perfection.

2 **SSX**
The original, and not *quite* the best. Think *Tricky* with the sound turned down.

3 **ESPN WINTER X-GAMES**
A realistic boarder with dynamic touches and sharp graphics, but ultimately painful learning curve.

PSM2 VERDICT

GAMEPLAY
+ Instant thrills, mesmerising depth.
- Twitchy grinds and fluffed pre-winds.

GRAPHICS
+ Bold, bright and constantly appealing.
- Occasional glitching, maybe too cartoony.

SOUND
+ Heart-thumping tunes, ace speech.
- Not for Cliff Richard fans.

LIFESPAN
+ Ten huge tracks, ever-expanding gameplay.
- Essentially a re-tread of *SSX*.

OVERALL
Edgy, funky, cool – outrageously compulsive gameplay and riotous effects slam *SSX* to the precipice of perfection.

95

RIPPING

DVD'ING IS BELIEVING: The DVD extras are sensational - outlining every voice actor, track, trick and inspired touch.

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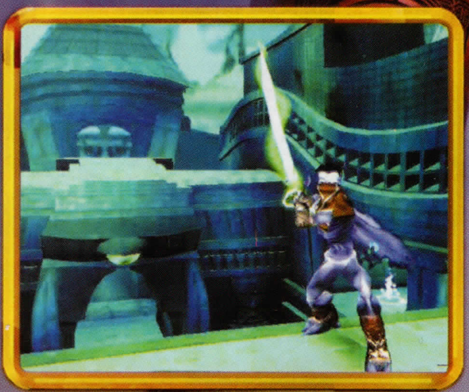
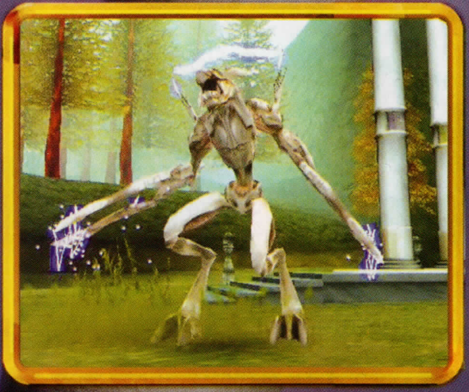
INCREDIBLY DETAILED GOTHIC ARCHITECTURES AND ENVIRONMENTS.



SHIFT REAL-TIME BETWEEN THE SPECTRAL AND MATERIAL REALMS TO ACCESS PREVIOUSLY UNATTAINABLE AREAS.*



DEVOUR THE SOULS OF NEW ENEMIES INCLUDING SARAFAN WARRIOR-PRIESTS, UNDEAD MINIONS, AND EXTRA-DIMENSIONAL DEMONS.

SOMETIMES, IN ORDER TO COMPLETE YOUR JOURNEY, YOU HAVE TO GO BACK TO ITS BEGINNING

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INTERACTIVE

SWIMMING WITH SHARKS: The new Third Place ads are geared a little more towards the gaming experience.

BLANKET COVERAGE: A hound twitches to the relaxing hum of a spin cycle. You work *that* one out.

›HARDWARE NEWS フハワヌキニラ

PS2 GOES NUCLEAR

Sony's console drops to £199, tripling sales and pushing global PS2 shipments over 20 million. If there's ever been a time in the past 12 months to realise you're backing the right horse, this is it…

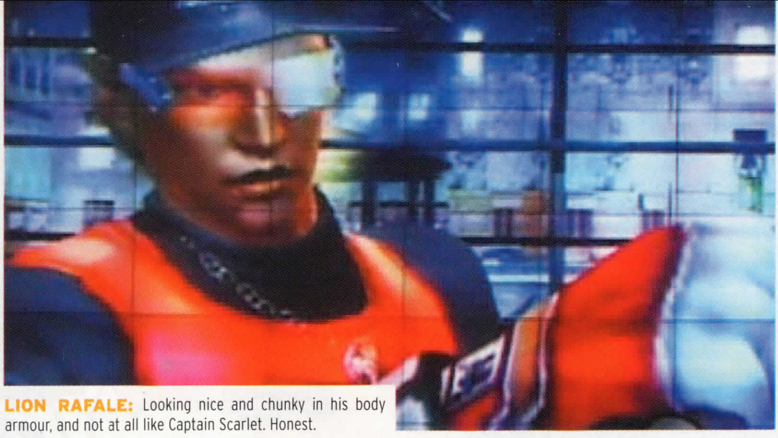
On Friday 28th September, Sony announced a PS2 price drop to £199, sparking consumer frenzy and buoying retailer confidence. In the first week after the price cut, sales rocketed to 60,000 – triple their normal levels. Sony confidently expect to sell another 750,000 PS2s in the UK before Christmas, taking the installed base to 1.5m by the New Year.

Shortly after, on October 10th, Sony announced the global shipment of 20m PS2s, only six months after they announced shipping 10m PS2s. To put this in perspective, Sony have shifted 3.4 times the number of PlayStation 2s than they did PSones during the equivalent period after its launch. Considering that there are 85m PSones in the world, at the current rate of progress, PS2 might eventually break the 100m barrier.

750,000 PS2s IN THE UK BEFORE CHRISTMAS, TAKING THE INSTALLED BASE TO 1.5M BY THE NEW YEAR.

Game production has continued to swell, with over 570 games expected to be available worldwide by March 2002 – 250 of which will find themselves as PAL versions in the UK. Sony are ramping up production of PS2s to 1.8 million a month to cope with anticipated holiday season demand. SCEE also have reason to celebrate, as their respectable footy title, *TIF2002*, shot to the top of the all-format console chart in its second week on sale. Crikey, it's almost like Sony planned this all along…

PSM2 RECKONS *This is the best time ever – ever – to own a PS2. There're four must-buy titles in this issue of PSM2 alone, and by Christmas, well, the mind – and wallet – boggles. Let's just hope Sony don't get too fat and complacent with impending console releases from Microsoft and Nintendo.*



LION RAFALE: Looking nice and chunky in his body armour, and not at all like Captain Scarlet. Honest.

›TOKYO GAME SHOW フハワヌキニラ

VIRTUA FIGHTER 4

Sega's *Tekken* basher gets that all-important first showing at TGS 2001. We caught a faceful.

Games guru, Yu Suzuki, and AM2's lead developer, Takayuki Kawagoe, were on stage at this year's Tokyo Game Show flaunting a playable version of *Virtua Fighter 4* on PS2. And reports from our attending correspondent confirm that the port of the game from arcade is nigh-on perfect. Although the actual quality and crispness of the graphics were hard to judge – the game being run on a low-res projection screen – everything appeared to be rattling away at a crisp 60fps.

Action from three different levels was demoed by Suzuki himself, who showed off the stunning artistry of Shun's cave arena, Sarah's coliseum arena – complete with collapsing scenery – and new girl Venessa's waterside arena. There was also a sneak preview of the game's opening menu (see below) as well as some laughs at the expense of Lion and Vanessa thanks to the new Character Edit mode.

PSM2 RECKONS *As well as all this, the presentation also brought confirmation of a Japanese release date of January 31st 2002.*

WHO'S IN THE RING?

There's still no definitive character list as yet, but we're 99.9% sure that this is who you'll be stepping into the arena with:

New	Old		
Vanessa Shields	Shun Di	Jeffry McWild	Kage Maru
Lei Fei	Sarah Bryant	Pai Chan	Lau Chan
	Akira Yuki	Wolf Hawkfield	Lion Rafale
		Aoi Umenokouji	Jacky Bryant

THE GAME'S OPENING MENU:

Arcade Mode
Versus Mode
Survival Mode
Training Mode
AI System
Character Edit
Reply Option

The only surprise is the return of the AI system which means that, once again, there'll be a flexible difficulty curve based upon your CPU-based opponent being able to learn moves you perform. As such, the better your skills, the harder the match.

Character Edit

CUSTOM MAID: There'll be plenty of opportunity to muck around with new characters, like Vanessa Shields.

RUMOURS

NEWS FROM THE PS2 UNDERGROUND

Hmm, not a big surprise this, but exciting all the same. Sources indicate that Criterion are already priming a sequel to *Burnout*, and – most possibly – *Airblade*. Though it wasn't made explicit, our sources suggest an on-line future for Criterion's lightning racer. Probing for confirmation during our recent visit, a Criterion employee could only confirm that they'd "definitely" be publishing on PS2 again, whispering "Shhh" when we asked about *Burnout 2*. One thing's for sure, Criterion have splashed megabucks on a DTS Surround Sound studio – possibly for use on their upcoming first-person-shooter. Lizard-like character renders were spotted on a distant workstation…

RELIABILITY **8/10**

PSM2 RECKONS *Dead certs one and all, apart from, eek, maybe Airblade. Criterion would be mad not to revamp their game for on-line play and – thanks to their Renderware links – they get a lot of Sony technology first. Even PS3s…*

Continuing the on-line theme, worrying news reaches us from our American correspondent about *THPS3*. Apparently, Neversoft are struggling to make their game compatible with Sony's on-line network, and may be forced to can the feature altogether – releasing an on-line *Tony Hawk's 3.5* some time after the new year, possibly at a reduced cost. Where this leaves the UK situation isn't clear, but at least i-Link play should make the cut.

RELIABILITY **6/10**

PSM2 RECKONS *These sort of things move so fast, we wouldn't be surprised if Sony have already sorted it – it's in their interest to get THPS3 up and running as quick as possible. In the UK mind, we'll believe it when we play it.*

More on-line news, this one potentially jaw-dislocating. Apparently, hush hush now, Sony's reputed £5m magnum opus, *The Getaway* is being delayed to make it on-line compatible – delivered in episodic chunks down the UK Broadband network. While we don't doubt for a second that Team Soho's game will be perfectly playable in conventional out-of-the-box fashion, we suspect on-line features could play a big part – at very least for game hints and progress updates. If we hear *any* more news, you'll be to know.

RELIABILITY **5/10**

PSM2 RECKONS *Well, in terms of luring mainstream punters, The Getaway's the nuts – so don't be surprised if it kick-starts Sony's Broadband assault. Until we hear official confirmation, however, we can't help feeling slightly sceptical.*

Infogrames will only admit that they're "speaking with several companies" about the possibilities of an *Alone In The Dark* movie, but our sources suggest that Dimension Films have already started production. Details are sketchy, but the film's likely to follow the plot of *The New Nightmare*. Rumoured scriptwriter Hans Rodionoff's got a fine pedigree for horror – you might remember him from schlockers such as Man-Thing and Sucker: The Vampire.

RELIABILITY **8/10**

PSM2 RECKONS *Presumably the position of shotgun-wielding investigator Edward Carnby's still waiting to be filled – we'd suggest Dougray Scott in a flowing black wig. Hmmm, nice.*

THQ's fondness for sequels is almost legendary, so it wasn't too surprising when we heard mutterings that developers Volition were working on sequels to two of their recent PS2 games. Brain surgery-hats on for this one, then…

RELIABILITY **10/10**

PSM2 RECKONS *Via our contacts at THQ, we can confirm that yes, they're working on sequels to both Red Faction and the surprisingly decent Summoner. Anoop Shekar's also confirmed that he's working on another, unnamed project. How about being able to play as an Ultor corporation strike-breaker this time?*

FIVE COLOURS SONY

PS2 to receive exclusive Japanese makeover – hopes high for a European release. But which one goes with the curtains?

Sony have dug out the commercial paint gun and announced very limited edition PS2s in a handful striking shades.

Machines will be available in five colours, the 'European Automobile Colour Collection', which basically translates as white, red, yellow, blue and silver. The limited run has been produced to commemorate the worldwide shipment of 20m PS2's.

Only 2000 units will be made available – 666 (er, right) for Japan, USA and Europe respectively. If you want to steal a march on, say, French PS2 collectors, head to Sony's Japanese website to place an advance order. (*http://www.jp.playstation.com*). Orders will be received from noon on November 8th, 2001. Cash rich – possibly mad – gamers can buy all five machines in a limited edition set, though only 66 will be made available.

PSM2 RECKONS Dammit, why not? We're not sure who'll go for boy racer yellow, but the silver and blue machines are damn sexy. When we get the full details of the European release, you'll be first to know.

›DEVELOPER INSIGHT フハフヌ

CRITERION BURN OUT

Missing a submission deadline costs £50,000. PSM2 visited the developers of *Burnout* with 200 bugs and five hours to go…

"They're not going to have much to say," quips Criterion's Alex Ward, as PSM2 stumbles into a dark room stacked with coffee cups, fast-food cartons and 15 pale faces who're *all* playing *Burnout*. "We're entering the final stages of testing," explains Ward, "now wouldn't be a good time to find a mistake."

In early October, the team had over 1500 minor bugs to rectify in the code, silly stuff like 'Harbour Town Lap 3: reverb too high in third tunnel'. With hours to go, they *should* be applying the finishing touches to PS2's deadliest racer. "One of our guys is playing the Endurance mode in reverse – driving the bus – one collision and he'll have to start again." We whinge about a few late breaking news stories. but *that's* real pressure.

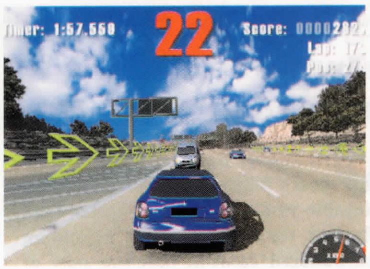
Ghosting through Criterion's office, we were invited to try *Burnout* with the *GT3* force-feedback wheel – the first mag in the world to do so. Stumbling away suitably impressed, Ward remarked, "Now imagine what we went through to get that right". From what we've seen so far, we can only let our imaginations go ballistic.

Did they make the deadline? That'd be telling. Expect a full report on the making of *Burnout* in next issue.

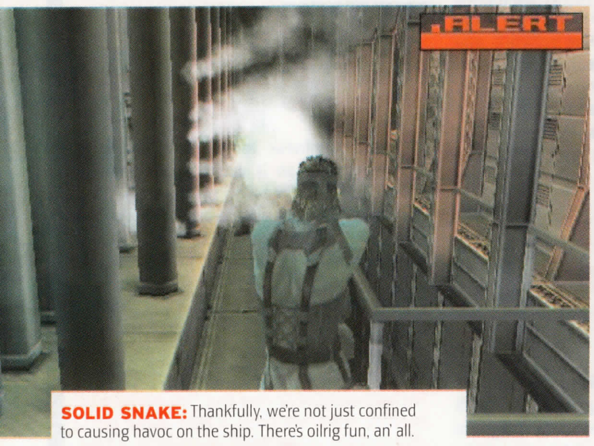
PSM2 RECKONS *Still want to be a developer? Some of these guys had worked 37 hours straight. One thing's sure, Criterion are mightily proud of* Burnout *and – as PSM2# 15's 88 percent review score attests – rightly so.*

TIRED AND EMOTIONAL: Our intrusive camera isn't particularly welcome at this crucial late hour. Bless.

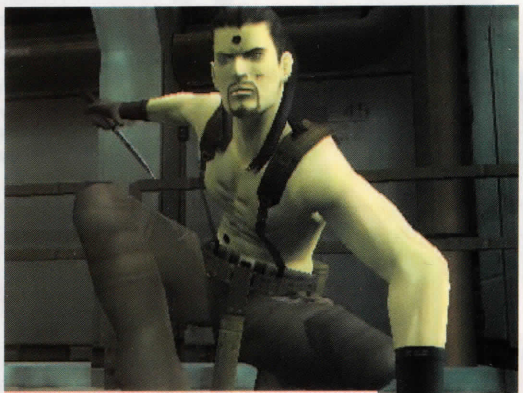
INVISIBLE TOUCH: Dan gets a unique driving lesson from Alex Ward's invisible school of motoring.

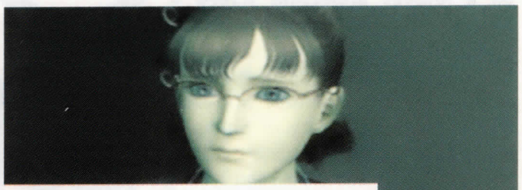


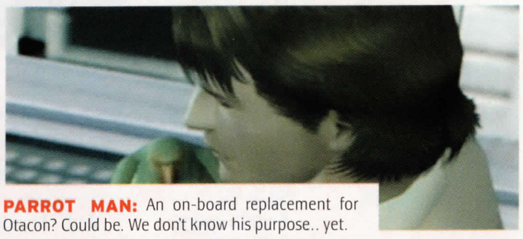
HIT THE CODE: Don't miss next issue, when we take you through the making of an arcade classic.



SOLID SNAKE: Thankfully, we're not just confined to causing havoc on the ship. There's oilrig fun, an' all.


VAMP: The gothic characteristics of this mysterious character produce a name that doesn't exactly surprise.


EMMA: Hmmm, glasses mean brains. Could there be a connection to Metal Gear Rex here?

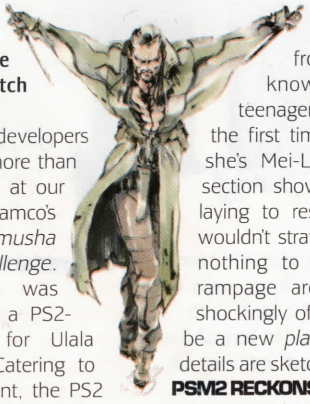

PARROT MAN: An on-board replacement for Otacon? Could be. We don't know his purpose.. yet.

›TOKYO GAME SHOW フハフヌ

SHOWDOWN IN TOKYO

Pink-haired VJs and rampant robots? A fond sayonara for Japan's biggest event.

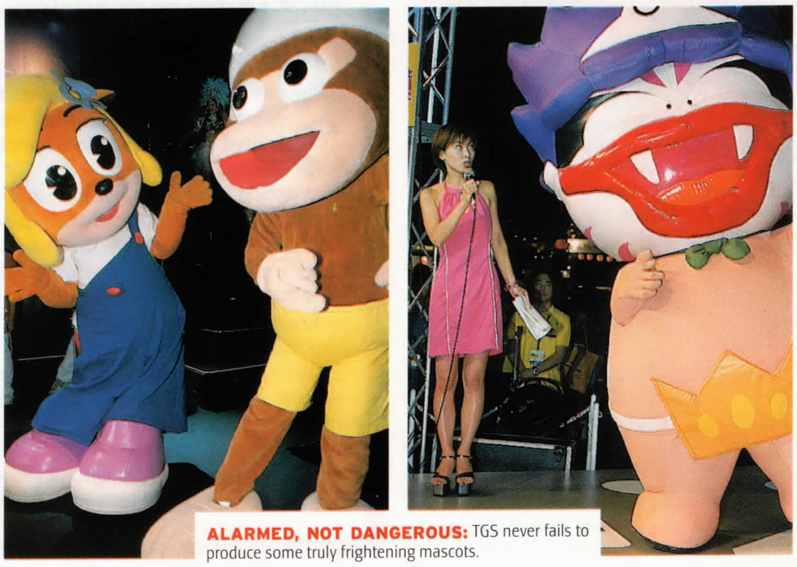
Bad news for Japanophiles. The spring Tokyo show – Japan's most popular videogame event – has been cancelled due to declining attendance. With the October event over, it'll be another year before PSM2 gets a chance to watch Sumo and glug Pocari sweat.



As befitted the occasion, developers crammed the titles in, with more than 87 PS2 games being shown at our count. Highlights included Namco's *Alpine Racer 3*, *Maximo*, *Onimusha 2* and Yu Suzuki's *F-355 Challenge*. *Space Channel 5 V2*'s was something of a sleeper hit, a PS2-exclusive second outing for Ulala featuring Michael Jackson. Catering to PSM2's beat-em-up contingent, the PS2 version of *Virtua Fighter 4* appeared during a special Sega press conference – early impressions suggest that AM2 aren't having any trouble with the PS2's hardware.

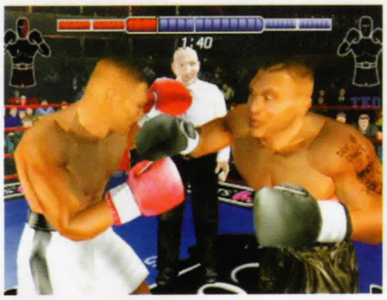
Most excitingly of all, there's a new *MGS2* trailer which reveals some new info. The vampiric character from the second trailer's known as 'Vamp' but a teenager called Emma appears for the first time – smart money says she's Mei-Ling's replacement. One section shows Snake on an oilrig – laying to rest fears that the action wouldn't stray off the boat, but doing nothing to confirm rumours of a rampage around New York. Most shockingly of all, there's also going to be a new *playable* demo – although details are sketchy as to what it'll contain.

PSM2 RECKONS *E3's dominance continues unchecked. Next issue we'll be bringing you that new MGS2 trailer in full…*

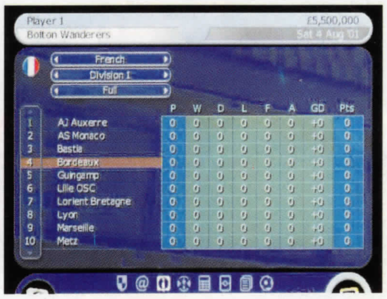

ALARMED, NOT DANGEROUS: TGS never fails to produce some truly frightening mascots.

THE CODE AHEAD

Pugilism and footie – what more does a Saturday night-in need? Except Pringles, of course.



PASS THE MIKE: Timed to perfection with Tyson's comeback, Codemasters are hoping for a decent hit.



Player 1
Bolton Wanderers
£5,500,000
Sat 4 Aug '01

French
Division 1
Full

		P	W	D	L	F	A	GD	Pts
1	AJ Auxerre	0	0	0	0	0	0	+0	0
2	AS Monaco	0	0	0	0	0	0	+0	0
3	Bastia	0	0	0	0	0	0	+0	0
4	Bordeaux	0	0	0	0	0	0	+0	0
5	Guingamp	0	0	0	0	0	0	+0	0
6	Lille OSC	0	0	0	0	0	0	+0	0
7	Lorient Bretagne	0	0	0	0	0	0	+0	0
8	Lyon	0	0	0	0	0	0	+0	0
9	Marseille	0	0	0	0	0	0	+0	0
10	Metz	0	0	0	0	0	0	+0	0

AWAY IN A MANAGER: Hopefully, Alan Hansen will be back in the studio spitting vitriol on your defence.

These days, you might as well not *exist* as a software publisher unless you've got a celebrity-splashed sports license or two – and Codemasters are just the latest to clamber aboard the B-list bandwagon.

First up's *Mike Tyson Heavyweight Boxing* – a PS2 update of the PSone game known as *Prince Naseem's Boxing* in the UK but *Mike Tyson's* everywhere else. Clear? Good. Since EA own the likenesses of every other boxer in the world, Iron Mike's the only notable name appearing, but a Create-a-character mode with selectable special moves and theme music should make up for it. There's realistic facial damage (we eschew obvious ear-based jokes) and even a mildly intimidating first-person mode. We're slightly frightened.

On a more soothing note, they're also releasing *LMA Manager 2002*. Unlike the PSone version, it'll feature 722 clubs from 28 European countries – that's 17,000 players in total. Even if you just fancy taking Bristol City to the top of the Premiership, you'll be able to scour six European leagues for talent, then sit back to watch the magic happen in 3D with scoreboard action replays.

PSM2 RECKONS *Tyson's going to have a tough time bettering the PS2's shedload of quality boxing titles – but Duncan can scarcely wait for something to replace dour-faced Alex Ferguson as the premier management title.*

›SOFTWARE NEWS シフヨカ/

SILENT HILL DIGIPAK

For something that's supposed to be quiet, *Silent Hill 2*'s about to make one hell of a racket. Konami, as part of their largest marketing spend on one single title, plan to release a special edition bundle featuring two discs. The additional DVD will be crammed with extras including a 30 minute documentary on the making of *Silent Hill 2*, biographies of the team, an art gallery and a remix of the sound track by Skeewiff – the guys involved with sound production on the original *SSX*.

There're a couple of nice twists to the packaging as well. Not only will this be the first PS2 game to arrive in a doubled spined digipak, it'll also come with a random piece of game art and a spooky selection of stickers.

Other highlights include a teaser for *Pro Evolution Soccer* plus a brand new trailer for *Metal Gear Solid 2*.

And while we're on the subject of the man Snake, Konami are also planning a limited edition release of *MGS2* featuring a 72-page behind-the-scenes booklet and stealth suited model of Dave himself which will retail at around ¥9,800 (£56).

PlayStation 2
SILENT HILL 2
SPECIAL 2 DISC SET

It's unknown if the MGS2 box set will make it here.

PlayStation 2
ROOM 3B
ANGER & AGGRESSION MANAGEMENT THERAPY
Mondays/Wednesdays
18.30 - 19.00 • Mr Chris East
19.00 - 19.30 • Mr Adrian Arnese
19.30 - 20.00 • Mr Craig Relyea
20.00 - 20.30 • Dr Jim Molitor
20.30 - 21.00 • The Very Rev
21.00 -
CANCELLED UNTIL FURTHER NOTICE
PlayStation 2
GIANTS CITIZEN KABUTO
15
DIGITAL MAYHEM
PLANET MOON STUDIOS
Interplay

Wouldn't it be cool if you could eat your boss? Or summon a catastrophic whirlwind to throw your bank manager hundreds of feet into the air, so he falls to his gory death? Or shoot the jobsworth bus conductor with a sniper rifle from half a mile away? A safe, cathartic way of releasing the day's pent up aggression?

The international smash hailed by the critics as one of the best PC games ever finally arrives on the beautiful black box. This epic of a game spans over 45 levels in beautiful 3D landscapes, and lets you control three amazing races, who can rip each other apart in various ways. Oh, and did we mention it's got some of the best humour ever to grace a videogame?

After this, you certainly won't attend another aggression management session.

http://www.interplay.com/giants-ps2

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›WORLD NEWS フハワヌ

SQUARE DEAL

'Stick with what you know' couldn't be any truer for the Japanese software giants. It's good news as well for the future of *Final Fantasy* on PS2.

It's been a busy few weeks for the makers of *FF10*. In a bid to recoup losses in the region of $100 million – incurred by the box office flop, Final Fantasy: The Spirits Within – Square have struck a lucrative deal with Sony Computer Entertainment.

The Japanese tech giant have purchased an incredible 19 percent of Square's shares, injecting $125 million (¥14.9 billion) into the company. Despite assurances by SCEI president, Ken Kutaragi, that Sony will "Not be asking Square to make games only for PS2", it's looking likely that all home development will be directed towards the console for the foreseeable future. Repercussions of the move are already being felt by Microsoft who have been in negotiation with Square for the past two years in an attempt to sign titles exclusively to Xbox.

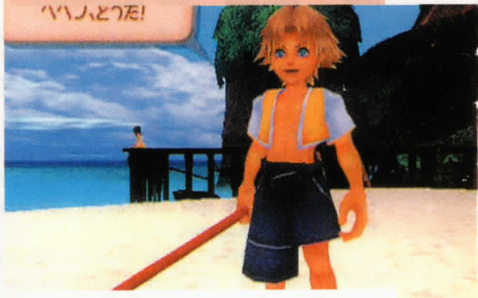
Other deals that have recently been engineered by Square include a swapping of five percent of shares between both Namco and Enix (the creators of *Bust-A-Groove 2*). This could well be a move to ensure a close working relationship in preparation for the launch of Playonline and the possibility of co-developed, network compatible titles.

So, what are Square planning to do with this sudden boost in capital? Well, prior to striking the deal with Sony, the Japanese software house were already in the process of purchasing a undisclosed number of Hewlett Packard NetServer IP1000s. Apparently these bad boys can handle up to 300,000 networked users simultaneously – another indication that things are gearing up for a massive push for Playonline.

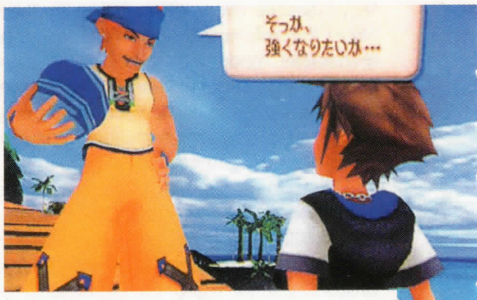
PSM2 RECKONS *After this frenetic round of financial manoeuvring, Square will be sensibly focusing on the on-line capabilities of PS2, instead of risking another doomed assault on tinsel town.*

SQUARE SHORT 1:

Tidus and Wakka, two of the central characters from *Final Fantasy 10*, are to appear in the Square/Disney co-developed *Kingdom Hearts*. We're still not clear on how they'll feature in Sora's quest to locate his friends but, as these shots prove, they're definitely in there.



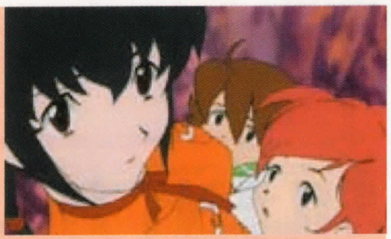
SAND MAN: A cuter Tidus washes up during the adventures of Walt Disney's finest. Weird, or what?



BALL PLAYER: Donald getting in on the Blitzball scene? From what we can see, anything's capable of happening.

SQUARE SHORT 2:

Square may have turned their back on the big screen, but as far as Japanese TV is concerned, they're only just starting. Final Fantasy Unlimited is an anime series following the exploits Wind and Lisa as they attempt to track down a mysterious elemental force called The Cloud. A new game series based upon the cartoon is already in development.



ANIME JUST DO IT: There's still no sign of the *Final Fantasy* juggernaut slowing down.

TETRA-PAK

A provisional, and surprisingly early, release date of March 2002 has been announced for the launch of *Final Fantasy 11* in Japan. The news comes hot on the heels of a batch of press shots that show off Square's PVN – Playonline Viewer Navigator – and accompanying product material (see below). The obvious conclusion to this release is that the test period we reported on back in PSM2#13 is currently well under way.

One added detail is the revelation that the Tetra Master sub-game from *Final Fantasy 9* used in the test will now be included, in an updated format in *FF11*.

GET ON-LINE: Thanks to the lovely *www2u.biglobe.ne.jp* for these shots.

BYTESIZE

スカラシサ

› **JAPAN:** Sega has announced plans to release *Skies Of Arcadia*, *Hundred Swords*, *Aero Dancing 4* and *Culdcept Second* – the last one's a popular Japanese board/card game – on the PS2. Don't hold your breath for UK versions of anything but *Arcadia*.

› **US:** bam! Entertainment are working on a PS2 licence of *Reign Of Fire* – that'd be the Matthew McConaughey flick about dragons taking over the world. You'll be able to play as either a human or dragon, with Geomod technology allowing for fully scorchable environments. Fwooosh.

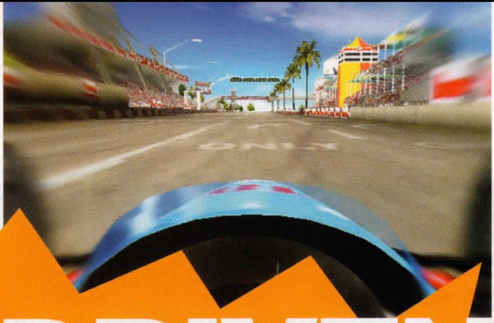
› **US:** TDK have acquired the videogame licence to Aquaman – that's the hirsute, harpoon-wielding amputee version, rather than the orange-bodysuit-sporting sea-prince of old. Expect the first game to appear in mid-2001.

› **TAIWAN:** In an effort to fulfil the massive demand for PS2s expected over the holiday season, Sony is expected to move around 30 percent of production away from Japan to Taiwan.

› **JAPAN:** One for our female readers – if you've ever felt left out by the high-school flirting of the *Tokimeki Memorial* series, you'll be wanting a import copy of *Tokimeki Memorial: Girl's Side*.

› **JAPAN:** Koei will release *Hoshin Engi 2* – the sequel to their Chinese mythology-based RPG – in Spring 2002. Why are we telling you this? Well, it's got a Voice Communication system. "Shoot-oh!"

› **JAPAN:** Alex Ferguson not your type? Then you'll want a copy of the enthusiastically-titled *Let's Make A J League Pro Soccer Club 2002*.



DRIVEN COMPO

We scatter opinion like sweets and offer prizes like pop.

What drives you, eh? Fear? Passion? A really strong cup of tea in the morning, or a chance to own an Hitachi C28W430N 28" widescreen TV with Nicam Stereo Sound, super flat/super black tube, picture enhancement, Fastext, twin SCART sockets, front AV sockets, 2x10w RMS output, silver finish and matching stand?

Aha, we see your eyes fall to the floor with ill-disguised desire.

PSM2, and the good folk at bam! Entertainment, just might be able to make your dream of hi-tec visual augmentation a shiny, sliver-lined reality.

Just have a look at our preview on pg43 of their rip-roaring new title *Driven* – based upon the film of the same name staring Sylvester Stallone – and then answer this question:

Which film of 1975 also saw Sly in a vicious race to the death in the year, er... 2000:

- **a)** Stop! Or My Mom'll Shoot
- **b)** Tango & Cash
- **c)** Death Race 2000

Answers in the post to TV Or Not TV, PSM2, 30 Monmouth Street, Bath, BA1 2BW.

Usual rules apply. Closing date November 31st, 2001. Winners results will be printed in our January issue on sale December 27th. Good luck.

SCREEN FREE: Answer mind-numbingly simple question and you could win a smart SCART TV.

> JAPAN: Developers Spike are working on *Samurai*, a *Tenchu*-style stealth action game. Expect a spring 2002 Japanese release, although we wouldn't be surprised to see a UK version shortly afterwards.

> US: In a recent interview on tips website *CheatCodes.com*, the world's best skater and all-round top bloke Tony Hawk admitted that his favourite PS2 game was – shock, horror – *SSX*.

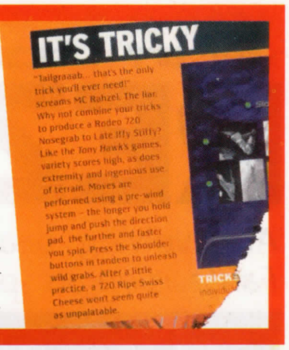
That said, his highest score on *THPS3*'s Alaska level was over one million points – hugely impressive for a bloke who clearly spends *some* of his time outside in the fresh air.

> PSM2'S INFLUENCE フハフヌ

EA GET TRICKY

Did *SSX Tricky* steal ideas from PSM2? We've got proof…

Back in PSM2#03, we broke EA's boarding opus to the world, it scored 94 percent. Thing is, looks like EA have 'borrowed' some of our ideas for the sequel. When they asked for our suggestions some eight months ago, we distinctly requested a 'character with an afro', 'more grinds' and 'greater emphasis on Showoff mode'. As for the title…



IT'S TRICKY

"Tailgraaab… that's the only trick you'll ever need!" screams MC Rahzel. The liar. Why not combine your tricks to produce a Rodeo 720 Nosegrab to Late Illy Stiffy? Like the *Tony Hawk's* games, variety scores high, as does extremity and ingenious use of terrain. Moves are performed using a pre-wind system – the longer you hold jump and push the direction pad, the further and faster you spin. Press the shoulder buttons in tandem to unleash wild grabs. After a little practice, a 720 Ripe Swiss Cheese won't seem quite as unpalatable.

PlayStation®2

YOU CAN'T GET A CLOSER SHAVE

Nothing cuts closer to the skin than the blade from a recently sharpened sword. So, in the world of Baldur's Gate™ make sure you're the one wielding it. Three and a half million people have experienced the PC version - but this is different, way different. This is 55 levels of intense combat. This is casting devastating magical attacks. This is Baldur's Gate™: Dark Alliance™. The best an adventurer can get.

Forgotten Realms Baldur's Gate™ Dark Alliance™

Forget all that has gone before.

Interplay™ BLACK ISLE STUDIOS™ OFFICIAL Wizards of the Coast LICENSED PRODUCT DUNGEONS & DRAGONS developed by snowblind studios INFOGRAMES

www.interplay.com/bgdarkalliance

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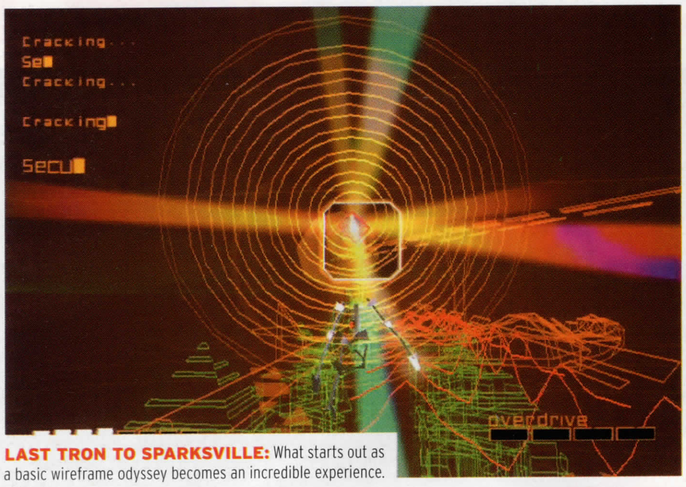
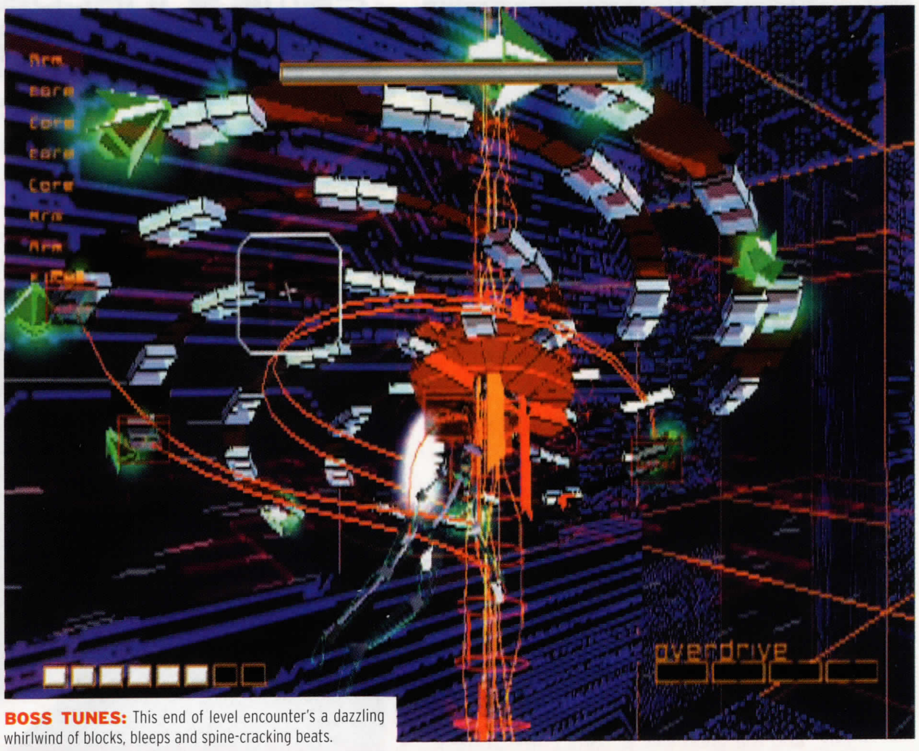
›FIRST LOOK フハフヌ

REZ

An evolving beat-masher that's like *Fantavision* on spacecakes? Oh, yes…



LAST TRON TO SPARKSVILLE: What starts out as a basic wireframe odyssey becomes an incredible experience.



BOSS TUNES: This end of level encounter's a dazzling whirlwind of blocks, bleeps and spine-cracking beats.

Typical. With the mag all bundled up and ready to go, it was inevitable that we'd have to hold everything for a quick blast on the latest musical number from *Space Channel 5* creator, Tetsuya Mitzuguchi.

Bemani? Not quite. Mitzuguchi-san – known for *Sega Rally* and *Space Channel 5* – regards *Beatmania* as a puzzle game. *Rez*'s official genre is 'Dramatic Musical Shooting' – appropriate enough for a game that's a combination of *Vib Ribbon*, *Fantavision* and *R-Type*.

The idea's deceptively simple. You lock onto, and detonate, aliens with a swoosh of the on-screen cursor, trying to build up a rhythm for extra points.

To begin with, the aural landscape's a blank canvas, but as the beats build up – each enemy type has a distinctive sound – it becomes increasingly important to match your attacks to the thrumming bass coming from your DualShock 2.

The backgrounds and main character evolve as the game progresses, until you're soaring through a multi-dimensional landscape of visual noise.

As you can probably imagine, it's not the best game to play while you're tired, full of caffeine and on deadline, but has all the makings of a cult classic.

PSM2 RECKONS *It's certainly the most original game in the foreseeable future – but will it appeal to people who can't even play the spoons? That remains to be seen – but clubbers will love it, though.*

›UK DEVELOPMENT NEWS シフヨカノ

PRO EVO SCORES WINNER

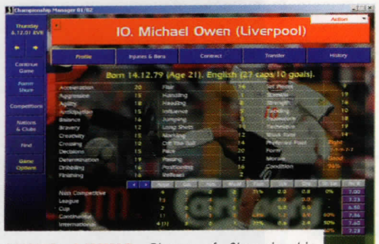
World's greatest football games join forces for the ultimate package.

***Pro Evolution Soccer* will use the player stats from the revered, and domestically ruinous, *Championship Manager* – a PC title which inspires life-stealing devotion from its fans. Why? *Champ Manager* has data on over 130,000 players, constantly updated by over 1500 scouts across the globe. Sports Interactive's data will make *Pro Evo* more realistic than ever.**

Amazingly, no money changed hands – the teams are working together out of an admirable mutual respect. "Sports Interactive's player and team data is the most comprehensive we've seen," cooed Dave Cox, European Product Manager at Konami.

Each of the players' attributes are measured out of 20, covering crucial areas such as acceleration, creativity and influence. Players'll feel even more unique than before, which is sure to please the thousands of armchair Wengers out there.

PSM2 RECKONS *This is brilliant news, not just because nobody's fussing about money, but because* Pro Evo*'ll be even more realistic than before – which, given the review on pg78, is a chilling prospect for the opposition.*



Championship Manager 01/02

Thursday 6.12.01 EVE

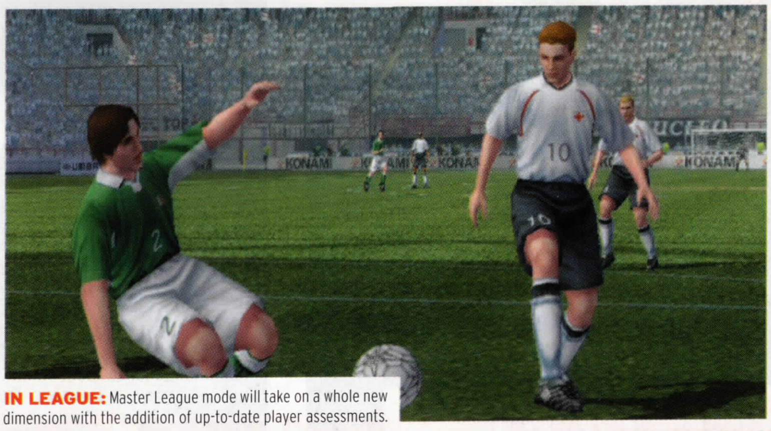
10. Michael Owen (Liverpool)

Profile | Injuries & Bans | Contract | Transfer | History

Born 14.12.79 (Age 21), English (27 caps/10 goals).

STATS LIVING: Players of *Championship Manager* will recognise this screen immediately.

HIJACK CITY: The Konami crew jump journalists at EA's *FIFA 2002* launch at London's Ministry of Sound.



IN LEAGUE: Master League mode will take on a whole new dimension with the addition of up-to-date player assessments.

›**JAPAN:** From now on, changes to the PS2's architecture should mean it'll use 20 percent less power than earlier units. Maybe it won't whirr so loudly in future…

›**US:** Barenaked Ladies fans take note – you'll be able to hear their previously unreleased track *It's Only Me (The Wizard of Magicland)* for the first time in the intro to EA's *NHL 2002*.

›**US:** Acclaim have signed up more than 40 legendary wrestlers for new title – yes – *Legends Of Wrestling*. Expect to see Hulk Hogan, Jimmy 'Superfly' Snuka, Bret Hart and Jerry 'The King' Lawler appear. In a move that's sure to rile THQ and the WWF, it'll also feature current high-risk favourite Rob Van Dam. The whole f'n show indeed.

›**US:** In the wake of the World Trade Centre, it's been announced that *MGS2* will be released as planned, without any changes to the plot – although certain scenes involving the now destroyed towers have been removed or altered.

›**JAPAN:** Konami have opened a new *MGS2* website, including character art of Otacon and the recently-renamed Oruga. Go to *www.konami.com/main/games/mgs2/*

›**US:** Activision have confirmed the soundtrack for *THPS3*. We're particularly excited about the Bodyjar and Reverend Horton Heat tracks, but – deep breath – here goes: The Ramones *Blitzkrieg Bop*, Red Hot Chili Peppers *Fight Like A Brave*, KRS-One *Hush*, Mötorhead *Ace of Spades*, Rollins Band *What's the Matter Man*, House of Pain *I'm A Swing It*, Xzibit *Paparazzi*, Ozomatli *Cut Chemist Suite*, Alien Ant Farm *Wish*, Redman *Let's Get Dirty*, Del the Funky Homosapien *If You Must*, AFI *The Boy Who Destroyed The World*, Reverend Horton Heat *I Can't Surf*, Adolescents *Amoeba*, CKY *96 Quite Bitter Beings*, Zebrahead *Check*,

WET 'N' WILD SPLASHDOWN COMPO!
ATARI

WIN!

A NIGHT OUT WITH PAGE 3 STUNNA JAKKI DEGG!

To celebrate the launch of thrilling PlayStation 2 racer *Splashdown*, PSM2's joined forces with Infogrames to bring you this heart-warming shot of girls defying the weather. And the opportunity of a lifetime. Yes, this is your chance to win a night out in London with the goi-gous Jakki Degg! You and a friend (or your dad...) will be chauffeur-driven from your home (or a London train station if you live outside the capital) to Planet Hollywood, where you'll be wined and dined by Jakki (and representatives from PSM2 and Infogrames), before being chauffeured back again. Saucy!

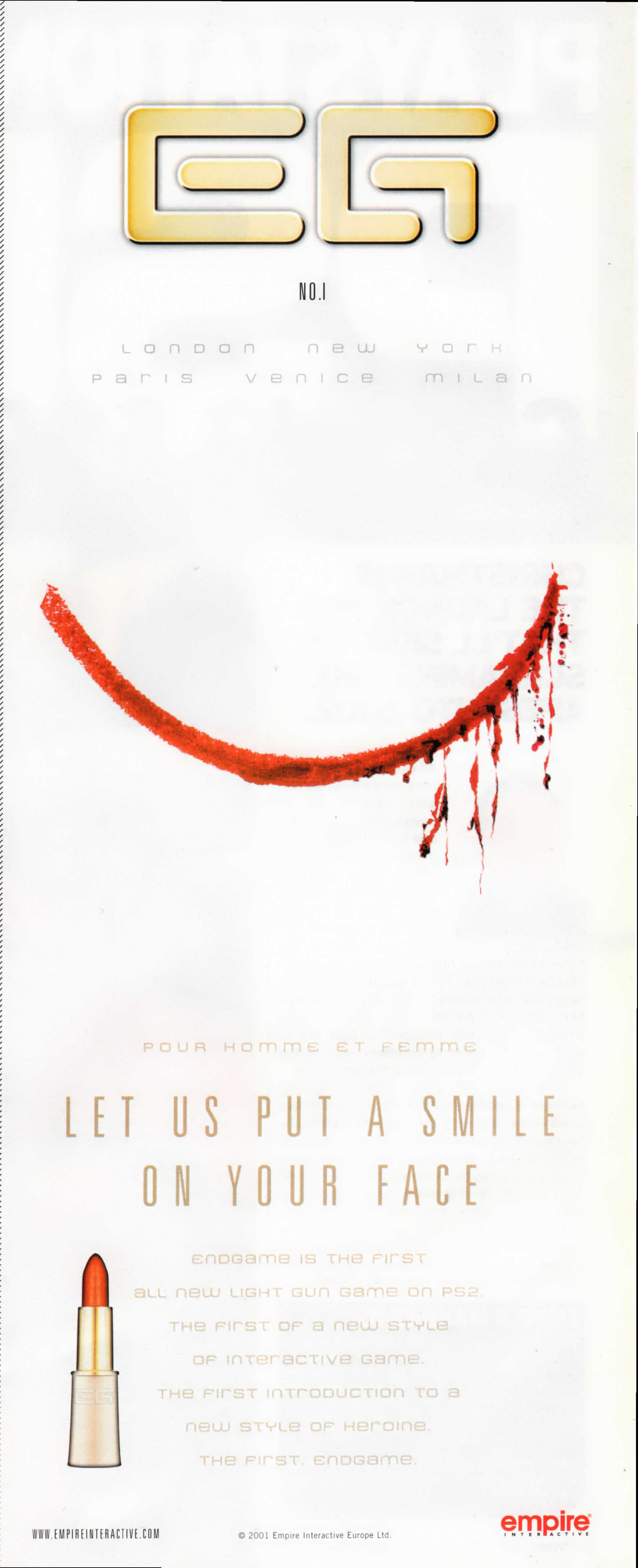
To be in with a chance – you cheeky monkey – do the following: Send us something to impress her. Simple. But it has to be something you've *created* yourself. You also need to include a photo of yourself and up to 50 words on why you'd like a night out with Jakki.

THE RULES: All entries must be sent to: Pass the salt, Jakki! PSM2, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. The closing date for entries is Tuesday 27th November. This competition is not open to employees of Future Publishing or Infogrames. No entry will be accepted without an accompanying photo of yourself. You must be at least 16-years-old. The editor's decision is final.

Guttermouth *I'm Destroying the World*, Nextmen *Amongst Madness*, Bodyjar *Not The Same* and Mad Capsule Markets *Pulse*. Even if it wasn't the soundtrack to a top game, that would be some compilation tape.

DON'T MISS
BIG GAME NEWS, DELIVERED FAST:

REVIEWS pg52
Fill your brain with unbeatable buying advice.
PRO TIPS pg116
Secret stuff *They* don't want you to know...
SUBSCRIPTIONS pg133
Don't miss an issue of PSM2 with our great offer.


EG
NO.1
london new york
paris venice milan
POUR HOMME ET FEMME
LET US PUT A SMILE ON YOUR FACE
ENDGAME IS THE FIRST
ALL NEW LIGHT GUN GAME ON PS2.
THE FIRST OF A NEW STYLE
OF INTERACTIVE GAME.
THE FIRST INTRODUCTION TO A
NEW STYLE OF HEROINE.
THE FIRST. ENDGAME.
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PLAYSTATION 2 MAGAZINE

PSM2

COMING SOON

プレビュー

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

トクセンジョウホウ

CHRISTMAS IS THE LAUNCH PAD THAT'LL SEND US SCREAMING LIKE APES INTO 2002.

DUNCAN

All change this month. A crew cut previews section while reviews go all freewheeling, big haired and bearded. Which is as it should be. If the future we've been bragging about for so long failed to arrive you'd be on the phone in a second. "Oi," you'd say, "what in the name of Dimmock's Charlies are you on about?! That future you promised us has turned up soiled, baggy and quite plainly un-gift wrapped – a little like the flame-haired lovely herself, quite possibly?" Well, hold that dialling digit, flip to page 52 and prepare to be blown away by the quality of the next wave of PlayStation 2 titles.

This month we're full of even more gaming muscle – all quality and cellulite free. And, let's face it, with Xbox delayed in the States and Gamecube having such a poor show at launch, big wedges of developer cash and talent are already being redirected towards the better value PS2. We've told you from the start that this is *the* only console to have, we've given you the most accurate impressions on the hottest upcoming titles, and now – in the coming months – we plan to dazzle you with a future so radiant that you'll need lead-lined blinkers just to look at the edges. **PSM2**

PSM2'S MANIFESTO

PSM2's PREVIEWS ARE: Packed with the best shots taken from the most exciting PlayStation 2 games currently in development. They give you all the crucial details you demand and direct you towards the key features of the game which we think will make a difference. We'll also bring you our hands-on verdict for every new game – giving you unrivalled insight into how the game's *really* shaping up (there's no press release style waffle here...).

PSM2's PREVIEWS AREN'T: Simply dull, badly written back-story summaries for third-rate titles you really don't need to know about.

EXPECTED UK DECEMBER 16

JAK AND DAXTER: THE PRECURSOR LEGACY

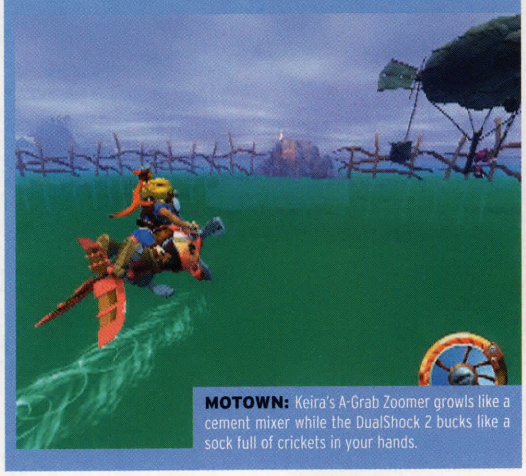
Could this really be the game to herald a new age of platforming on PlayStation 2? Or is it just a posh *Crash Bandicoot*?

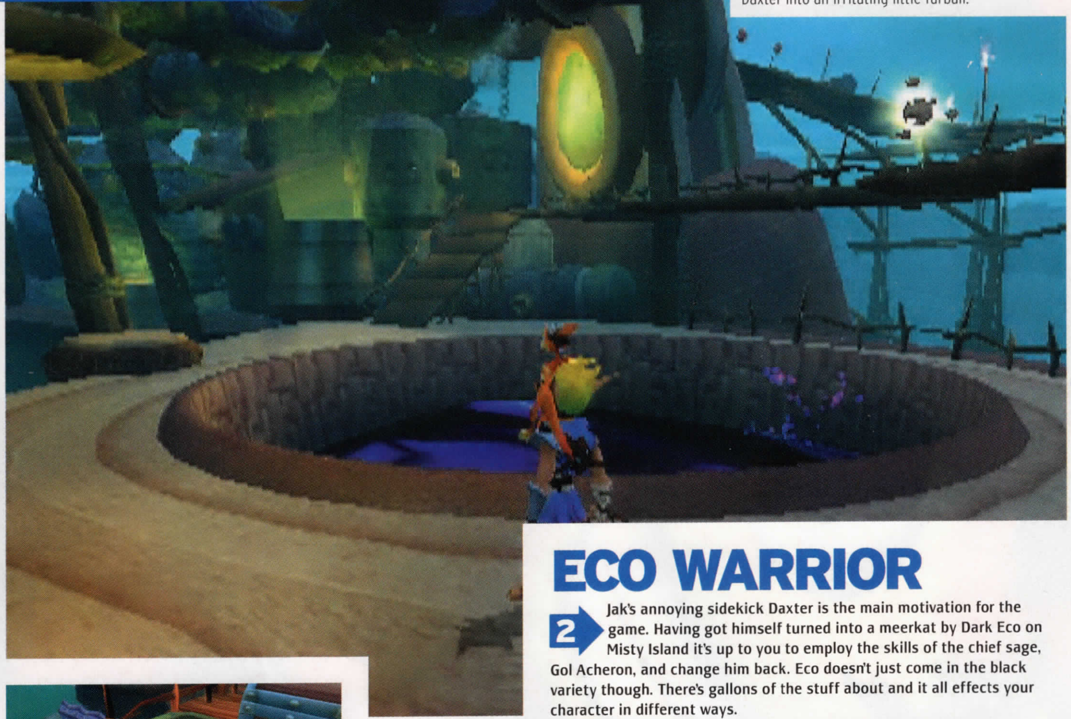
WELL, YES... and no. We've been wearing our early code thin taking in the sumptuous visuals of *J&D*'s vast world, marvelling at the subtle transitions from night to day, cuddling up to the warmth of the Mayor's fire while staring wistfully out to sea. We've herded yaks, gone fishing and battled monstrous plants whose tendrils reached for miles beneath the land. When it rained we imagined we got wet, when the sun shone we thought 'sod finding the next power cell, let's go for a swim'. Finery, freedom and – most importantly – detail at every turn.

Jog for a minute and Jak'll start to huff and wheeze with exertion. Stand still and your shadow gently rolls around you as the sun passes overhead. Jump off a bridge and it'll

LISTEN UP

1 Sound's always an essential feature of games, but one that rarely makes it to the lofty realm of the highlight box. It's something that's so hard to convey with words alone. But the aural delights of *Jak and Daxter* warrant our best shot, as every single surface in the game reacts to the loping footfalls of Jak. Grass crunches crisply, wooden walkways creak, metal platforms clank… All this and then you pause and listen to the ambient noises – buzzing bees, waves lapping against the shore, the distant laughter of a jolly fisherman. Sheer indulgence for your ears.

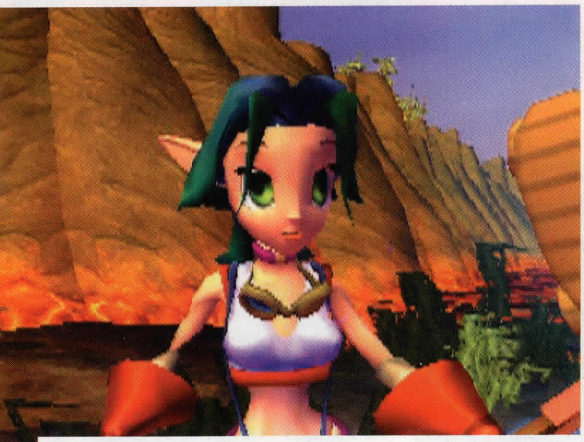

MOTOWN: Keira's A-Grab Zoomer growls like a cement mixer while the DualShock 2 bucks like a sock full of crickets in your hands.


MAIMS POND: Dark Eco, the stuff that turned Daxter into an irritating little furball.

ECO WARRIOR

2 Jak's annoying sidekick Daxter is the main motivation for the game. Having got himself turned into a meerkat by Dark Eco on Misty Island it's up to you to employ the skills of the chief sage, Gol Acheron, and change him back. Eco doesn't just come in the black variety though. There's gallons of the stuff about and it all effects your character in different ways.

BLACK BOX DISORDER: Dark Eco also turns up in crates. One misjudged jump and your a gonner.


MECHA BABE: Keira's the daughter of sage Samos and all-round handy girl when it comes to machines. If you need wheels, she's the lass to see.

EATCHA GREENS: Grab 100 Green Egos and you'll fill another section of the health bar.

SPARKY PANTS: Blue Eco is essential if you want to fire up any of the machines on the islands.

SUPER BOMBARD: You'll have to locate and knock out this cannon on Misty Island.

spring back to its original form, thankful to be rid of your weight.

Now look away from the microcosmic perspective and you'll find a world of free-form gameplay which allows you tackle objectives in anyway you see fit. Instead of trying to find your way carefully back down from a high outcrop of rock, why not just chuck yourself into the sea, dodge the fish and paddle to the nearest bay?

So, there we were three hours in, burrowed deep in the popsicle-bright action, with the realisation slowly registering that there really is very little to dislike about this game even in its unfinished state. Sure the sarky comments of Daxter do merge into a teeth grinding form of tinnitus and there's no-one among the central characters you really care about. But that's about it. It all adds up to a solid concoction of polished looks and the kind of no-nonsense gameplay that's reminiscent of Sega at their boldest.

"NO-NONSENSE GAMEPLAY THAT'S REMINISCENT OF SEGA AT THEIR BOLDEST"

These are the reasons why this is already looking to be the best platformer ever to appear on a Sony console, and why younger gamers and platform freaks will be filling their boots this Christmas.

But it simply hasn't lived up to our overcharged expectations.

When we first heard the whispered name of *Project Y* seep out of Sony HQ, well, let's just say we were *aroused*. A revolutionary game from Naughty Dog that would send Sony to the top of a genre they'd historically been weak in? Hmmm, could this mean a platformer to better all previous attempts to take this style of game to a new high?

Regrettably, what we seem to have ended up with is a tidy platformer that's smarter and better looking than most, but something totally fresh? Not by a long shot.

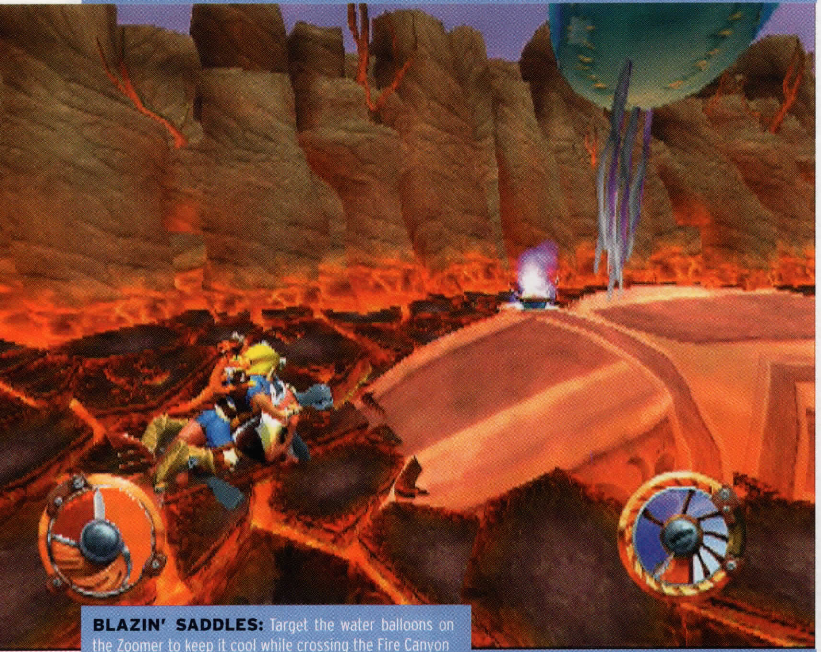
Jak's quests are still item driven and, as such, you'll find yourself running around destroying crates in time honoured fashion. There're the mini-games – like the aforementioned fishing and yak herding – that break up the exploration but, ultimately, it's a case of opportunities missed throughout. Jak and Daxter, despite some consummate character animation, don't act independently of each other. The story's not as endearing as, say, *Klonoa 2*. Getting all the power cells for each level doesn't require the greatest amount of strategic thinking. There're a lot of razzle dazzle set pieces, like when you're asked to align a series of lenses that stretch across the first island to restore power, but you never have to really work to find or conquer them.

That's not to say that this won't be the best selling platformer out there for quite some time – look at the PS2 price drop alongside the lack of competition, and you'll know this to be true. It's just that we were expecting something cutting edge and what we seem to be getting's a colourful platformer with a plethora of neat touches. Not really a reason to groan you might think, but we can't help but feel that whenever we play this game there's the discernable heartbeat of a bandicoot thudding away below the surface. **PSM2**

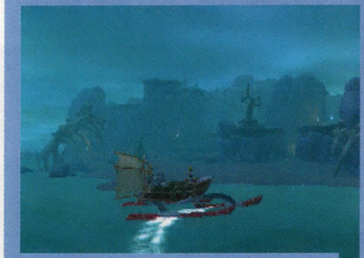
We'll review this and Crash's PS2 adventure next issue.

LAND OF VISUAL GLORY

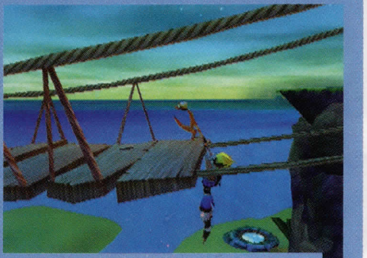
3 From the Forbidden Jungle to the inflamed rocks of the Fire Canyon, the environments in *J&D* are lush and totally responsive to the passage of your boys as they hop about their quests. Plus there's the added attraction of there being no load times between locations. Admittedly they've been cleverly disguised behind extended cut-scenes, but each world that loads up is massive.



BLAZIN' SADDLES: Target the water balloons on the Zoomer to keep it cool while crossing the Fire Canyon



DE MISTER: Misty Isle. A dark place rammed with Lurkers – the villains of the game.



SKY CAPER: The Forbidden Jungle at dusk. Watch in awe as the stars slowly emerge.

HANDS-ON VERDICT

4 It's not difficult to get immersed in the workings of *Jak and Daxter*. Once you've mastered the double-jump spin and high jump moves, there really are few areas that you can't reach via a few deft strokes of ⊗ and ◎. Which is a shame, as the learning curve of the game appears to tail off way too early. Unlike other platformers that have come before, you'll rarely find yourself in a position of looking at an item on top of a cliff and spending an age trying to figure out how to get up there. Not exactly a no-brainer, but we can't help but feel that something a bit more taxing would have added some much needed 'wow' to the impressive factors already present.

You'll love it because...

It's bold, bright, beautiful and instantly pick-upable.

You'll hate it because...

You've been dreaming of how this was going to blow you away.

DVD ACTION

On this month's disc, we unveil the brand new official trailer from Sony. The lavish game-world will knock you out...

ORIGINALITY	★
HANDLING	★★★★
PRESENTATION	★★★★★

INFO

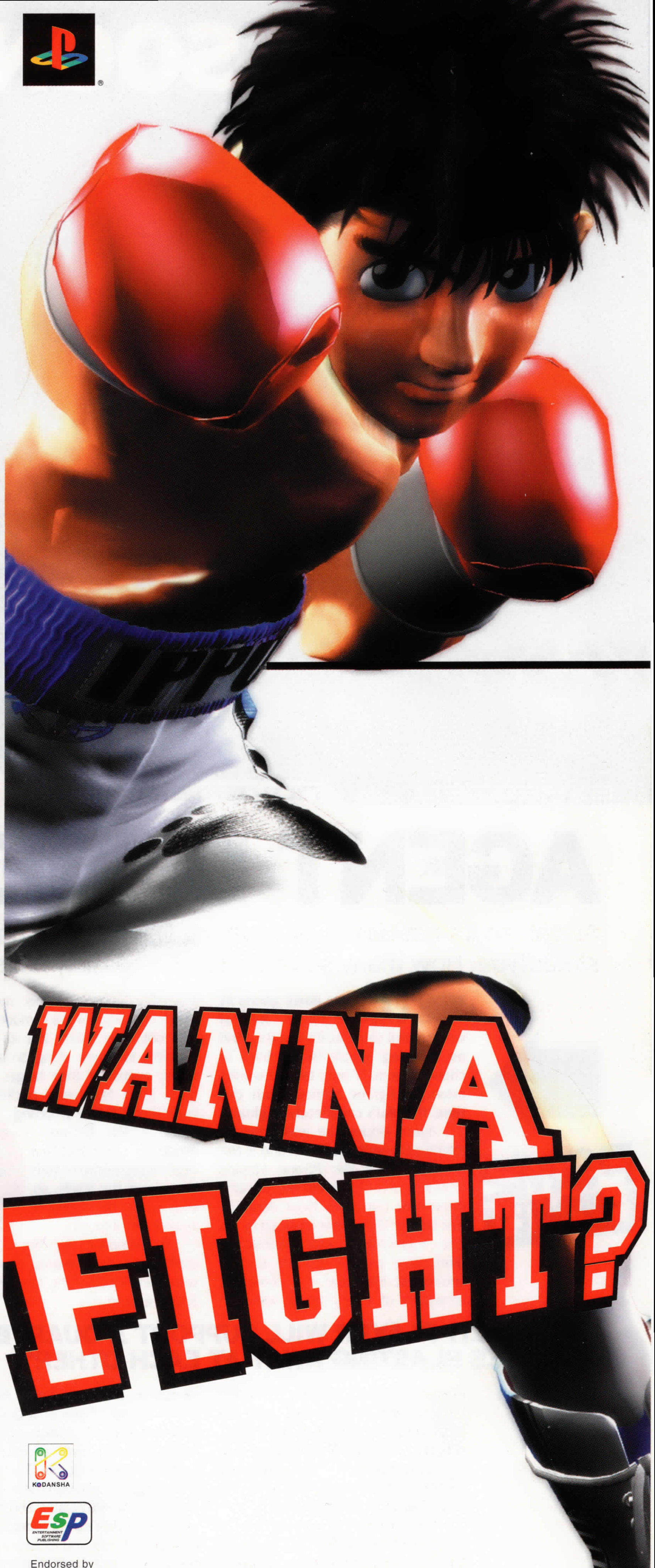
- **DEVELOPER**
  Naughty Dog
- **PUBLISHER**
  SCEE
- **GAME TYPE**
  Platformer

ANTICIPATED FEATURES

- Mini-games, including target practice with a cannon, racing Keira's Zoomer and herding moles. Huh?
- Jak has three attacks: punching, spinning and dive bombing.
- Free-form mission structure.
- Complex boss battles.

WHERE IT'S AT...

- Apart from the rare instance of slow-down and the horizon dropping out occasionally, this looks finished.



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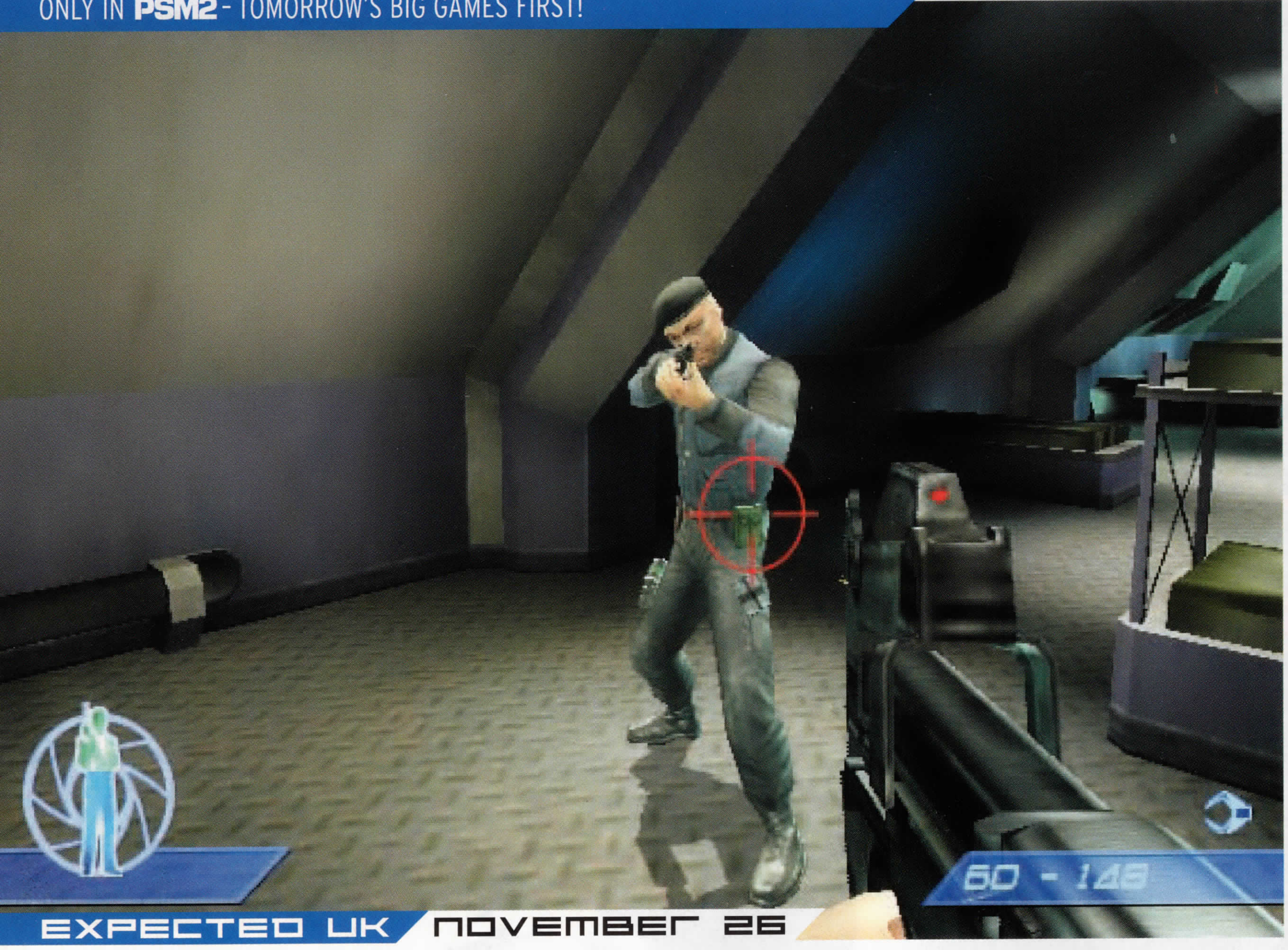


EXPECTED UK NOVEMBER 26

AGENT UNDER FIRE

Alright, so it's not based on anything Bond's done on a cinema screen, but he's a *stereotype*. How many surprises can he possibly have left?

PSM2 · UPDATE ·

YOU CAN mow down goons by the dozen, leer at women and snipe at diplomats – but no shooting people in the back or chewing gum. It may be the world's most prestigious licence – but this time, the plot's completely original.

Agent Under Fire was originally intended to be PS2's *The World Is Not Enough*, until the PSone version bombed and the franchise became hopelessly outdated. Now dandruff-free Denise Richards is replaced by Ms Zoe Nightshade, and instead of diminutive psycho Robert Carlyle, you've got Malprave – a demented amalgam of every Bond villain in existence. Licence holders MGM and Danjaq have collaborated with EA scriptwriters to create a new story, although recognisable elements crop up occasionally – the poisoned orchids scheme bears an uncanny resemblance to Moonraker's.

The levels tend to start with a bit of gadgetry-based stealth and invariably end in bodycount-spiralling gunplay. Most include multiple routes, rewarding you with Bond Points for doing things in a suitably debonair manner. You might favour charging down a corridor spitting lead out of an H&K, but it's equally plausible to scurry along an air vent, taking grates off their hinges with a quick burst from your pocket laser. There's even a grappling hook – the Q-Claw – although it only sticks to a clearly recognisable texture throughout the levels, so you won't be swinging around with impunity.

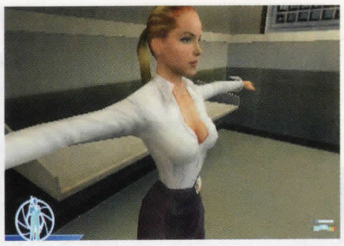
To complete the Bond experience, two driving levels were developed using the *Need For Speed* engine.

Of course, the multi-player mode's a crucial aspect of any post-*GoldenEye* FPS, and *AUF* will support a quartet of mates blasting away at each other. Since it uses the *Quake 3* engine, it's fast enough – although the levels tend to be stuffed with crates and big grey walls. All in all, it's a combination that's certain to leave you – like a *proper* Martini – stirred, if not shaken. **PSM2**

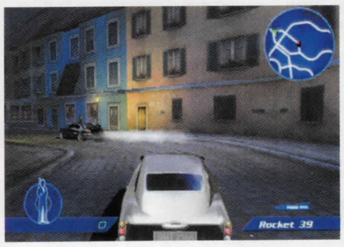
We'll be reviewing Agent Under Fire *next issue.*

"THE MULTI-PLAYER WILL SUPPORT A QUARTET OF MATES BLASTING AWAY AT EACH OTHER"

DVD ACTION
You can catch a faceful of Bond protecting VIPs and suavely ventilating everyone else on this issue's disc.



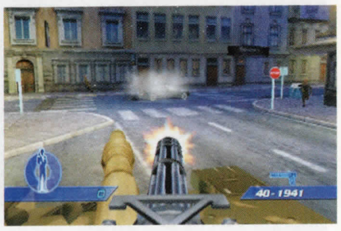
FRISKY BUSINESS: The first time you meet Ms Nightshade she offers herself to be searched. Oooo...



DRIVERS ARE FOREVER: Scream through the streets in two classic Bond cars: BMW and Aston Martin.

TANKS VERY MUCH

1 **This is the Bond moment where you go nuts with some military hardware. You don't actually get to drive the tank – it follows a preprogrammed course – but you *do* take charge of its two main armaments, wreaking armour-piercing havoc on the limos chasing you. Oddly, even an armour-piercing shell won't scratch the scurrying civilians.**



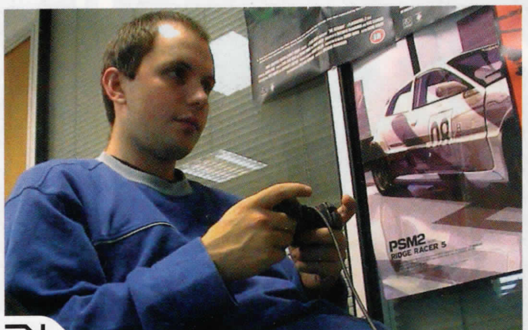
TANK MARVIN: You *can* take out windows and shopfronts, with the cannon and minigun, though.

HANDS-ON VERDICT

2 **Barring the brain-twangingly counter-intuitive controls in the early code – strafing and looking up and down all on the left stick's *wrong*, dammit – *Agent Under Fire* plays much as you'd expect of an FPS. The attempt to encourage secret agent-style play by rewarding cunning disarming of traps and bad guys works well enough, but x-ray specs and laser wristwatches do little to disrupt the core appeal of mowing down goons with a silenced Walther. The missions are competitive fun – sniping at each other to protect/murder a VIP's a nice change from rocket-launcher duelling. Our only reservation's the length of the single-player game – 18 levels, including four short driving sections, doesn't sound like a lot.**

You'll love it because...
You like your cars fast, your Martinis shaken and your tuxedos flameproof. You incorrigible rogue, you.

You'll hate it because...
There's already a healthy stable of first-person shooters on PS2, and the driving bits aren't as well-realised as in *Spy Hunter*.



ORIGINALITY	★
HANDLING	★★★
PRESENTATION	★★★

INFO
- **DEVELOPER**
  EA
- **PUBLISHER**
  EA
- **GAME TYPE**
  Action Adventure

ANTICIPATED FEATURES
- 18 single player levels – including two driving stages plus a tank and a tram.
- Four-player split-screen or i-Linked Deathmatches, with 12 levels and three game modes.

WHERE IT'S AT...
- EA assure us they're sorting the bloody awful control system out – we'll let you know if they deliver next month.

EXPECTED UK / DECEMBER

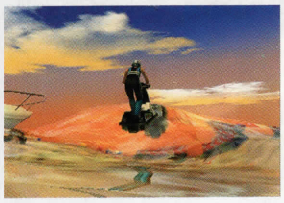
JET SKI RIDERS

Another dose of wet racing for your PS2, but it'll have to beat *Splashdown* to make waves.

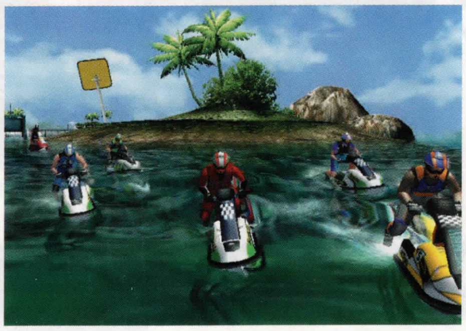
PSM2 FIRST PLAY

CHANCES are, unless you actually *own* a jet ski, you associate them with the time one nearly decapitated you mid-backstroke on the Morecambe seafront. If you've ever seen one actually race, you're either a chronic insomniac or the sort of person who's going to buy this purely on the basis of Opus' licensing agreement with jet ski makers, Kawasaki.

Standard stuff, then – huge courses marked out by the odd buoy or sandbank, full of floating slalom markers to weave through. The sun-drenched locations include Florida, New Zealand and – surprise! – a Venetian canal, all full of water lovingly rendered by the 'GZWave' engine.



ABOVE AND BELOW: There're some striking textures throughout the levels.



JET LEAD: The racing's suitably well powered, with the opening battles for the first corner causing some significant cursing in the office.

The sprawling nature of courses means you're free to invent your own route, occasionally leaping a ramp or weaving through pier supports to shave vital seconds off your lap time. Somersaults, barrel rolls and handstands all pop up on the trick roster, although simply pressing ⊡ to jump doesn't feel as instinctive as *Splashdown*'s bobbing and diving system. For a game based around the most fluid of elements, there's something distractingly juddery about *Jet Ski Riders* – twitchy handling and shaky camerawork detract from what should really be a relaxing ride. **PSM2**

We'll dive in and swim with Riders next issue.

HANDS-ON VERDICT

1 Cleverly, where *Splashdown* offers the lesser-known Sea-Doos, *Riders* boasts both Standup and Runabout classes of jet ski, which handle noticeably differently. Not so cleverly, the Runabout steers like a waterlogged moose, leaving you slamming into barnacle-festooned boats and getting nicely-rendered water up your nose with wearying frequency. That said, the shimmering effects impress right up to the hoot of the starting signal, when suddenly they degenerate into a messy spray of pixels. Oh, and the slalom markers are rubbish. This one needs work.

You'll love it because...

Um... you're desperate for a game that features 'proper' jet skis?

You'll hate it because...

You only need one water-based racing game... if that. You can't swim.

The Getaway
TEKKEN TOURNAMENT

ORIGINALITY ★
HANDLING ★★
PRESENTATION ★★★

INFO

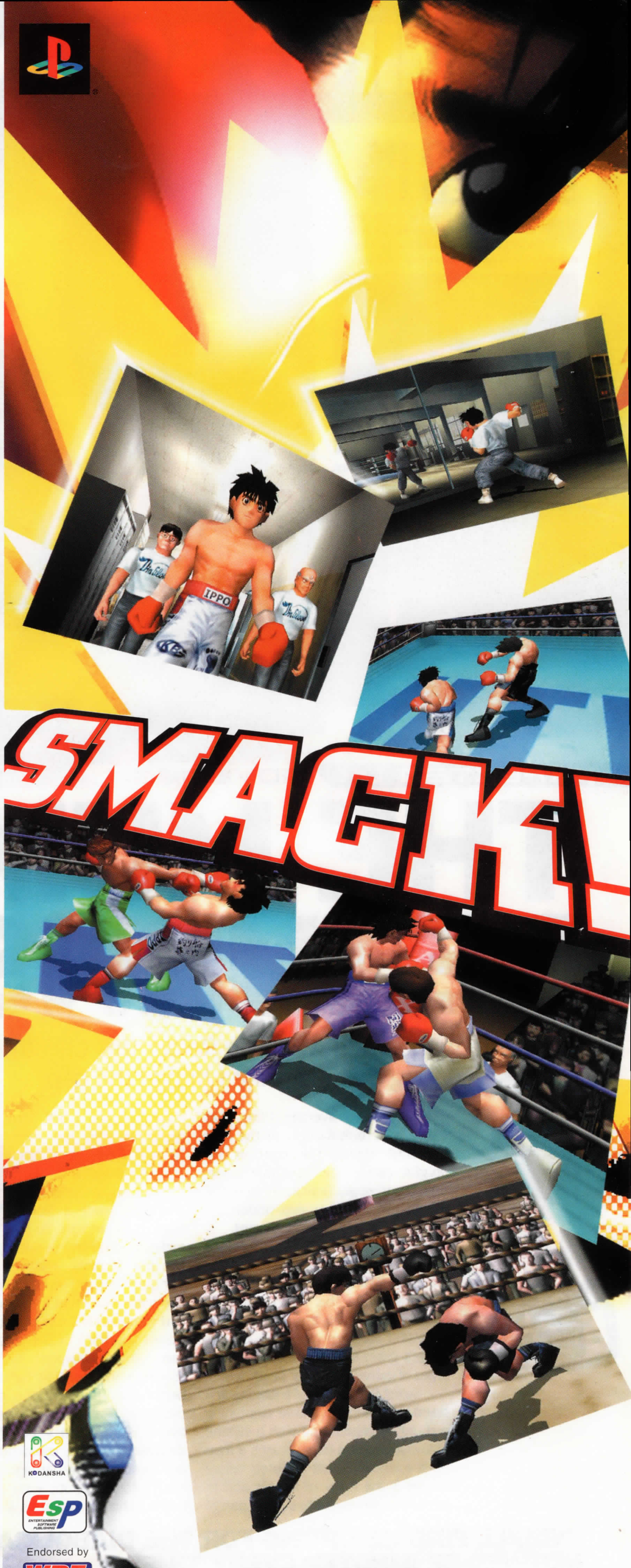
- **DEVELOPER**
  Opus Corporation
- **PUBLISHER**
  Eidos
- **GAME TYPE**
  Racing

ANTICIPATED FEATURES

- 12 courses with varying weather and wave effects.
- Arcade, Championship, Freestyle, Time Attack and two player Head-to-Head modes.
- Eight racers, with wetsuits designed by Jet Pilot.

ANTICIPATED FEATURES

- The code we've got is in need of cosmetic buffing.



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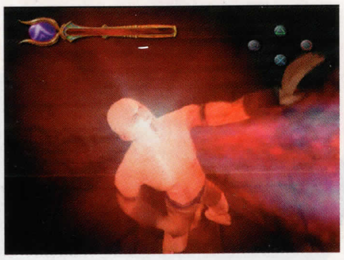
empire INTERACTIVE

POPPED IN, SOULED UP

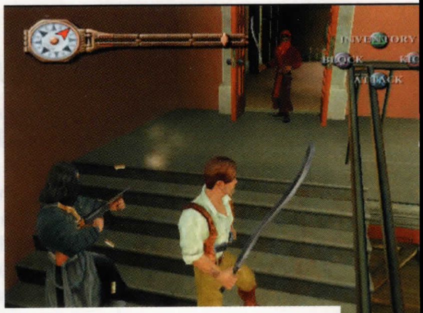
1 Defending Imhotep against the ravages of time by harvesting the living has to be the best feature we've seen so far. Pity that animation's just a few seconds too long.



GOB LOT: If you don't get enough souls your flesh starts to deteriorate and drop off your bones.

FRASER GUN: Square-jawed and looking like he means business, Rick looks every bit the hero.

BLADE AIR-FRESHENER: With two weapons, scraps are much shorter for The Mummy.



TOMMY TROOPER: Rick's sidekick in the British Museum is the mysterious Oded Fehr.

PUSSY GALORE: You'll have to fill up regularly in Cairo as the cats want a piece of your life force.

EXPECTED UK NOVEMBER

THE MUMMY RETURNS

In a world without a new *Tomb Raider* this Christmas, here's something that just might bridge the gap.

PSM2 · UPDATE ·

AFTER two average films that took Raiders of the Lost Ark and played the concept for laughs, comes the inevitable game. And, surprisingly, it kicks the trend of hastily put together, pap-ridden tie-ins by actually being half decent.

The game's action has been cleverly split into two scenarios that, like the film, follow the exploits of hero Rick O'Connell and his arch nemesis Imhotep. Each has their own unique skills and handling and, as such, the player's given two completely different styles of game to get their heads round.

Select Rick and you're looking at a standard action/adventure combining a chunk of platforming with a swathe of swashbuckling combat. He's a man on a mission to halt Imhotep before he raises the Army of Anubis and to aid him in this quest he's got a pair of faithful pistols, a belt full o' dynamite and the ever present back-up of his various sidekicks.

But being good can ultimately leave a bland taste in the mouth. So for real spice you'll find us opting for the diabolic motives of Imhotep every time. Behind his bandages you'll find a realm of spells and vampiric life sucking that instantly makes you think of *Soul Reaver*. You can use two weapons at one time, summon the dead to fight on your behalf and your partner – played by the lovely Patricia Velasquez in the film – is so much sexier. There are drawbacks: you're constantly rotting and if you take any damage your flesh returns to its necrotic state. But being bad is definitely where it's at. **PSM2**

"YOU'LL FIND US OPTING FOR THE DIABOLICAL MOTIVES OF IMHOTEP EVERY TIME"

DVD ACTION
See high explosives as Rick scatters dynamite around before shooting relics down the local museum. Curators hate him.

HANDS-ON VERDICT

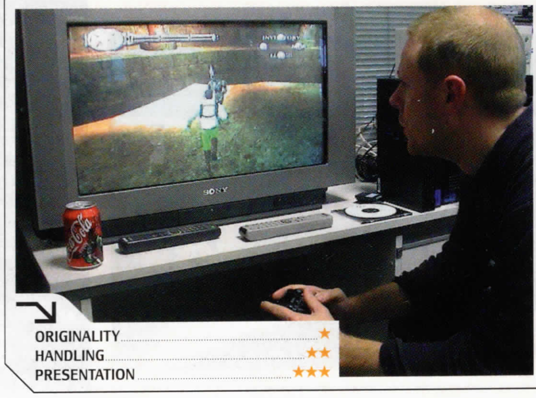
2 Play Rick's section and you can't help but be reminded of Ms Croft. You start off in a tomb and, yes, you appear to be raiding it in search of four sacred jewels. Not outstandingly original by any stretch of the imagination, but it does act to highlight some of the problematic bits we've encountered. Unlike Lara, Rick's control system is more simple but at the cost of character dynamics. Jumps are knee-high, climbing anything's a chore and our boy perpetually seems disconnected from the world around him.

Imhotep, on the other hand, does have a greater scope of actions but you soon tire of the repeated soul feeding. The animation goes on just a little *too* long, and continually gets between you and the action.

Our biggest concern, is the game's physical appearance. It's all a bit PSone-and-a-half rather than the next-gen beauty we know Sony's machine's capable of.

You'll love it because
As with the film, the action's knockabout and pretty much non-stop.

You'll hate it because
Character animations aren't smart or subtle. It looks a bit shabby.



ORIGINALITY ★
HANDLING ★★
PRESENTATION ★★★

MUMMY RETURNS

INFO

- **DEVELOPER**
  Blitz Games
- **PUBLISHER**
  Vivendi Universal
- **GAME TYPE**
  Action/adventure

ANTICIPATED FEATURES

- Two playable characters.
- NPC assistants that add their weight to the fights.
- Hoards of different enemies, each with their own attack strategy.
- 12 levels that take in such locations as the Tomb of the Scorpion King, the British Museum and the streets of Cairo.

WHERE IT'S AT...

- Not that many holes in the code we saw, so right on track for its proposed release date this November.

EXPECTED UK / NOVEMBER

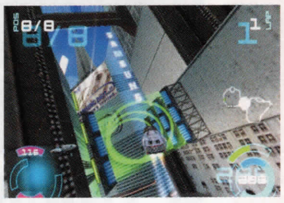
NY RACE

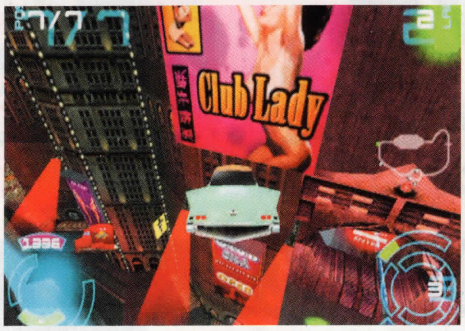
After wasting the licence first time round, Kalisto has another bite of the Fifth Element's big apple.

RACING games should have tracks. Something solid beneath you that you can rely upon in times of crisis. Take this away and what are you left with? *NY Race*, that's what. It's a vertical rampage through the future cityscape of NYC as visualised in The Fifth Element, and we're finding it to be one of those slow growers.

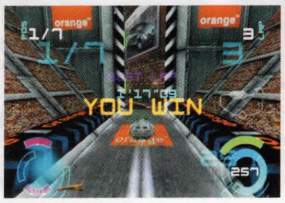
Watch the 3-2-1 blink out for the first time and you're instantly thrust into a 3D navigation nightmare of bridges, monorails and tunnels. Be in no doubt, trying to map this stranger takes patience and a forgiving attitude towards the harsh collisions. The only way to progress is to hone your flying skills to perfection and slowly peel away the numerous layers this game has to offer. And it *has* got depth, thanks to the constant balance you have to strike between clearing airspace with missiles and keeping an eye on the amount of damage you're taking. The only major frustration we found with the game's mechanics was the fact that you're only allowed three attempts at completing the Championship. Waste these retries and it's straight back to the start, do not pass go, do not collect any level of satisfaction. **PSM2**

Expect a flying review next issue.


HOOP HOOP HOORAY: These green rings recharge your vehicle's body armour.



AFFORD ESCORTS: Those saucy French. *NYR*'s red light district had us hitting the brakes. Must be the subtle detailing in the backgrounds.



THE FUTURE'S BRIGHT: There's some major product placement here.

HANDS-ON VERDICT

1 Using the car's ability to boost when diving is, quite literally, a bit of a hit and miss affair. And, even though there are seven other drivers out on the course, your main adversary will always be the world around you. Take tunnels as a perfect example. Even the most skilled of us couldn't help but lose a shed-load of body armour thanks to repeatedly clipping the sides. It's tricky stuff, but after sticking with it we began to develop a mental map of the course, inching our way to the head of the pack.

You'll love it because...
Mastering a track instantly turns it from horror to joy.

You'll hate it because...
It's incredibly unforgiving on all fronts.

DVD ACTION
We show off the shield and boost power-ups, the two-player split-screen and some of the 12 vehicles on offer.

ORIGINALITY ★★
HANDLING ★★
PRESENTATION ★★

NYR NEW YORK RACE

INFO

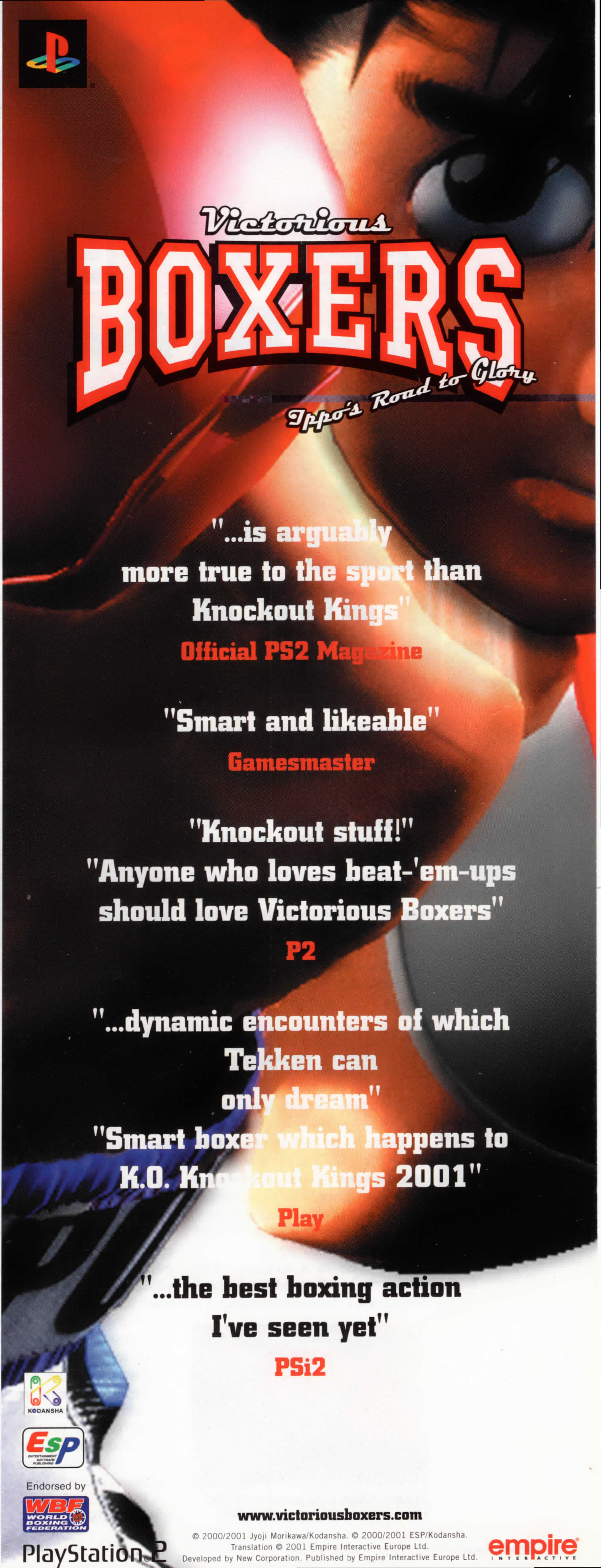
- **DEVELOPER** Kalisto Entertainment
- **PUBLISHER** Wanadoo
- **GAME TYPE** Racer

ANTICIPATED FEATURES

- 12 unlockable vehicles.
- Four modes of competition: Championship, Single Race, Time Attack and Keirin (Last Man Standing).
- Power-ups include: Body Repair, Shield, Missile, Boost and Bubble Net.

WHERE IT'S AT...

- Our code was polished and stable. Groovy.


Victorious BOXERS Ippo's Road to Glory

"...is arguably more true to the sport than Knockout Kings"
Official PS2 Magazine

"Smart and likeable"
Gamesmaster

"Knockout stuff!"
"Anyone who loves beat-'em-ups should love Victorious Boxers"
P2

"...dynamic encounters of which Tekken can only dream"
"Smart boxer which happens to K.O. Knockout Kings 2001"
Play

"...the best boxing action I've seen yet"
PSi2

Endorsed by WBF World Boxing Federation

www.victoriousboxers.com

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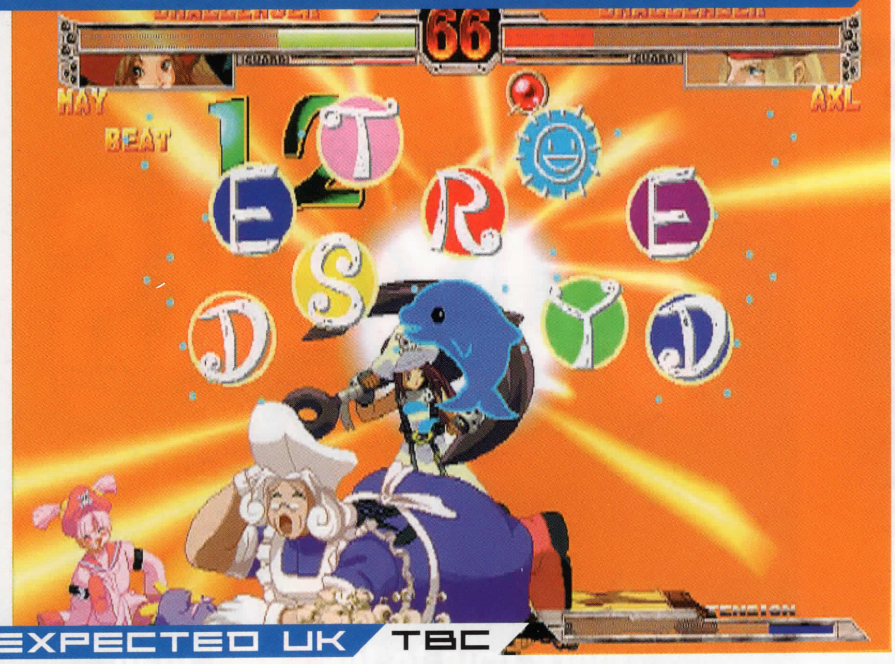
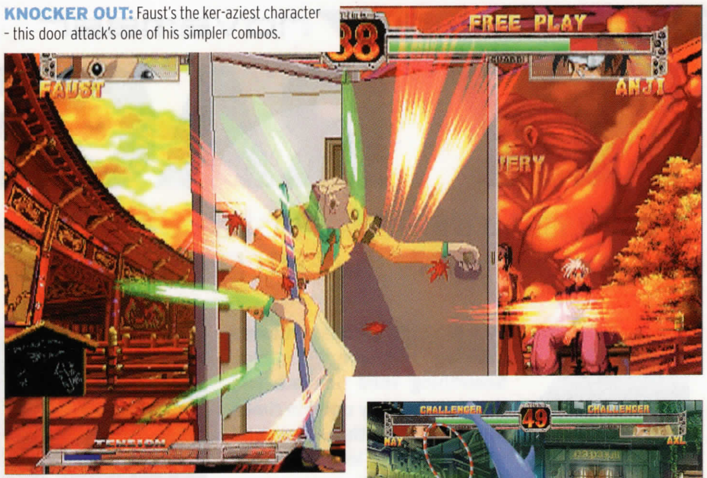


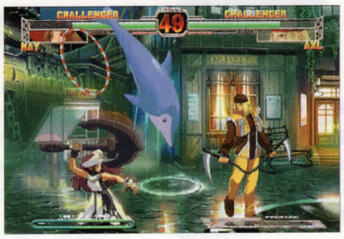
EXPECTED UK TBC



KNOCKER OUT: Faust's the ker-aziest character - this door attack's one of his simpler combos.

A TRICK ATTACK

1 The hi-res visuals and inventive special attacks make *GGX* a game designed to please onlookers, as well as actual players. Some of the most entertaining attacks aren't actually the trickiest to pull off either...



OCEAN SPRAIN: May's a pirate. Her attacks are sea-themed (watch her summon dolphins and whales).

GUILTY GEAR X

It's big, ballsy and about as subtle as Pete Waterman. Welcome to the game that makes fighting *fun*...

SPLITTING the PSM2 camp with a 14-foot cartoon butter knife, *Guilty Gear X* is heading for an explosive pre-Christmas clash with *Capcom vs SNK 2*. Some of us on the mag prefer Capcom's depth, class and old-skool looks, while others get their kicks from the *Gear's* blend of mad-as-a-bun characters and pyrotechnics.

Whichever floats your boat more, there's no getting away from *Guilty Gear X's* lunatic charm. The backstory's all about the rise of a Gear – a biological weapon which blindly obeys its commander's orders – which has developed a will of its own and needs to be destroyed. Cue a bunch of freaked-up warriors.

The character profiles are fantastic: "Millia was trained by assassins to use her hair as a weapon... May began to be charmed by Johnny's kindness and broadmindedness..."

But thankfully the actual fight mechanics are a little more heavyweight.

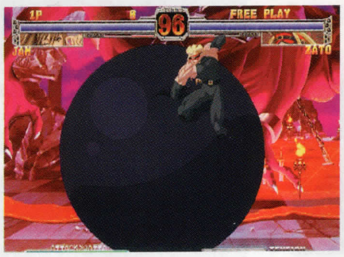
Your basic moves are Punch, Kick, Slash and Heavy Slash. There's a handful of attacks using these, but it's when you fill your tension gauge that you can unleash an Overdrive attack – a much more damaging assault. If you're quick, you'll also be able to crack off an Instant Kill, a single move that defeats the opponent regardless of their energy level (you need to punch all four symbol buttons, do two quick quarter circles on the D-pad and hit Heavy Slash).

Add the Roman Cancel, which allows you to instantly stop any long-winded attack and you've got a beat-em-up that's accessible for beginners and masters alike. **PSM2**

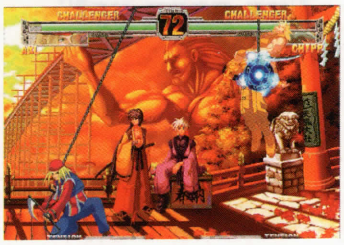
Tune in next issue to find out whether GGX's worth your cash.

"FANTASTIC CHARACTER PROFILES: MAY BEGAN TO BE CHARMED BY JOHNNY'S BROADMINDEDNESS..."

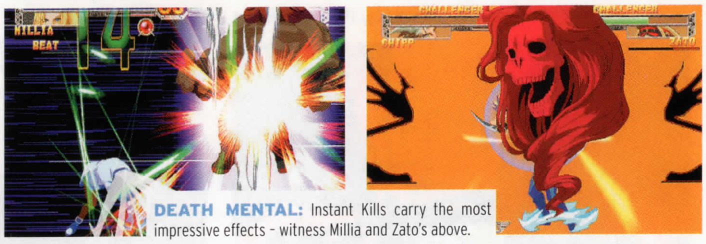
PSM2 FIRST PLAY



BALL ACHE: Zato-1 encapsulates a victim in a shadow ball, punching through it for serious damage.



SLASH GORDON: Axl Low looks like Axl Rose in a Union Jack jumper. His chain-blades are deadly.



DEATH MENTAL: Instant Kills carry the most impressive effects - witness Millia and Zato's above.

DVD ACTION

Next issue we'll have a taster of *Guilty Gear X's* best moves for you, including a selection of the finest Instant Kills.

HANDS-ON VERDICT

2 This is a game purists mooching in and out of the office have scoffed at. Its reliance on OTT attacks and cartoon character morphs harks back to the days of Capcom's *Darkstalkers* series. It's not a case of 'two blokes hammering each other with their fists'. Instead, it's 'tiny lass using her blonde locks to pummel a transmuting man/shadow demon' or 'nautical teenager flinging a full-screen pink whale at her pool cue-wielding opponent'.

The fact that nearly every character's Instant Kill move is pulled off in the same way means that it can feel a little shallow at times, and the choice of characters is a little clichéd (spot filthy great fat 'n' slow bloke with fists bigger than his face). It handles speedily though. And it's bags of fun.

You'll love it because...

It looks fantastic and there's a definite lack of quality 2D games on PS2. Forget *fighting*, you want to be *entertained*.

You'll hate it because...

You've seen enough Manga-fuelled 2D scrappers driven by poodle-rock soundtracks to last you a lifetime.

Getaway
Getaway
PSM2
Getaway
TEKKEN

ORIGINALITY	★
HANDLING	★★★
PRESENTATION	★★★★

INFO

- **DEVELOPER**
  Sammy
- **PUBLISHER**
  Virgin Interactive
- **GAME TYPE**
  2D Fighting

ANTICIPATED FEATURES

- 14 characters to choose from at the start.
- Six difficulty levels, ranging from Beginner to Maniac.
- Tension Gauge system. The gauge increases when you attack and decreases when you move away from the opponent.
- Fighting system includes: Overdrive Attack, Gatling Combo, Dust Attack, Dead-Angle Attack and Faultless Defence.

WHERE IT'S AT...

It's out in Japan and America right now...

EXPECTED UK NOVEMBER

DRIVEN

Rocky brings his own brand of rubber-burning education to PS2. Should he go back to school..?

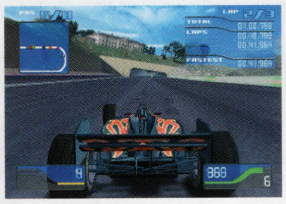
PSM2 FIRST PLAY

BASED on leathery ol' Sly Stallone's 'blockbuster' movie (rookie Indy Car driver gets trained in how to avoid twatting his car at top speed by wizened old pro), *Driven*, the game, takes elements from the film and adds its own distinct style.

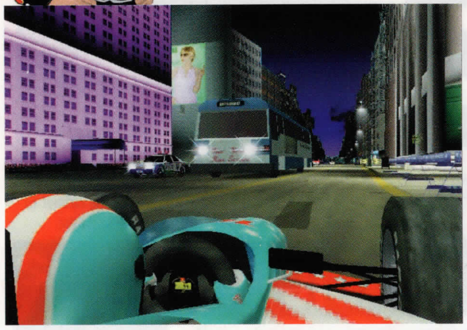
Things that stand out when you're playing it for the first time are – in no particular order – the stylised presentation (impressive comicbook rather than lazy movie stills), Greg Proops' weasel-drawl as a commentator in Story mode, the harsh steering set-up, the instant crash replays and the screen-smearing/wind effects that accompany you when you enter 'the zone'.

The zone is one of *Driven*'s key gameplay features. It isn't some vague destination like The Third Place, but a swooshy, Vaseline-fringed point you reach when you're focusing so hard the car becomes an extension of your being. Deep, *man*. But at least in the game it's a relatively easy place to reach – almost too simple on the oval circuits, where you can trundle around at 30mph while you're in the zone, just taking advantage of the car's improved handling. Is it enough to make the game stand out from all the other racers? Time will tell... **PSM2**

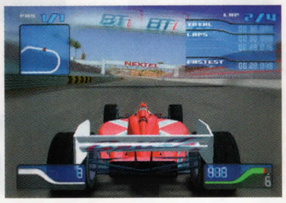
We'll be reviewing Driven *in the next issue.*



TRI, UMPH: Losing a wheel means you have to stop to get it back. Like a basic pit.



STREETS OF RACE: This is one of the more spectacular levels based on a scene from the movie. You get to race downtown NY. Crazy.



END OF THE ZONERS: Stallone finds driving nirvana. Note the smudge effect.

HANDS-ON VERDICT

1 **Hmmm... at times, *Driven*'s as wobbly as a Jordan jelly mould. The reward for mastering the flicky nature of the steering is to enter 'the zone' and – as long as you stay on-track – both your steering and speed are enhanced. It can feel like you're being punished with inferior handling when you're outside of the zone. Still, the Story mode's well balanced and the game's comicbook feel's refreshingly distinctive.**

You'll love it because...

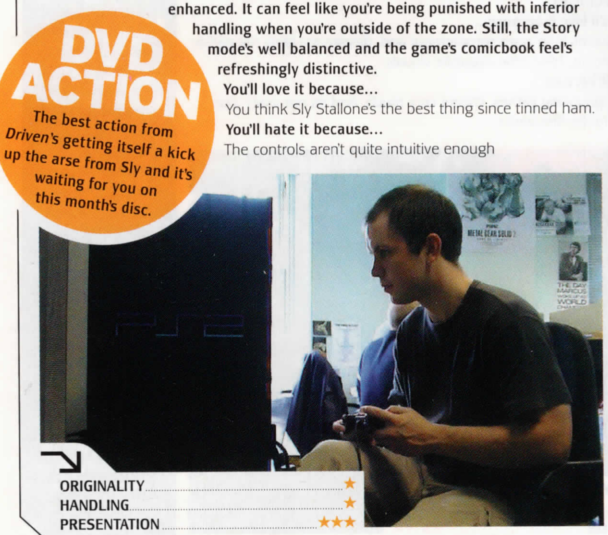
You think Sly Stallone's the best thing since tinned ham.

You'll hate it because...

The controls aren't quite intuitive enough

DVD ACTION

The best action from *Driven*'s getting itself a kick up the arse from Sly and it's waiting for you on this month's disc.



ORIGINALITY	★
HANDLING	★
PRESENTATION	★★★

DRIVEN

INFO

- **DEVELOPER** bam! Studio Europe
- **PUBLISHER** bam!
- **GAME TYPE** Racing

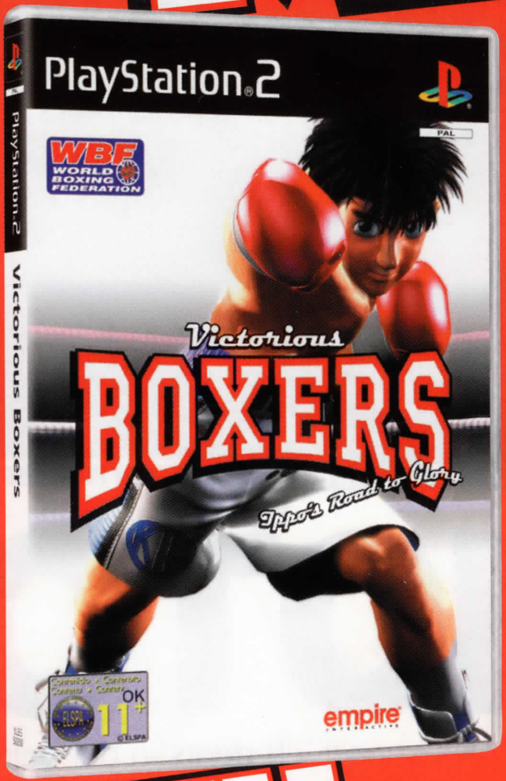
ANTICIPATED FEATURES

- Seven tracks, ranging from California to England.
- Arcade and Story single-player modes.
- Two player head-to-head challenge.
- Solid crash sequences seen from a third-person view.

WHERE IT'S AT...

- The loading times need to be optimised.

HIT ME



WITH YOUR BEST SHOT

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PlayStation 2

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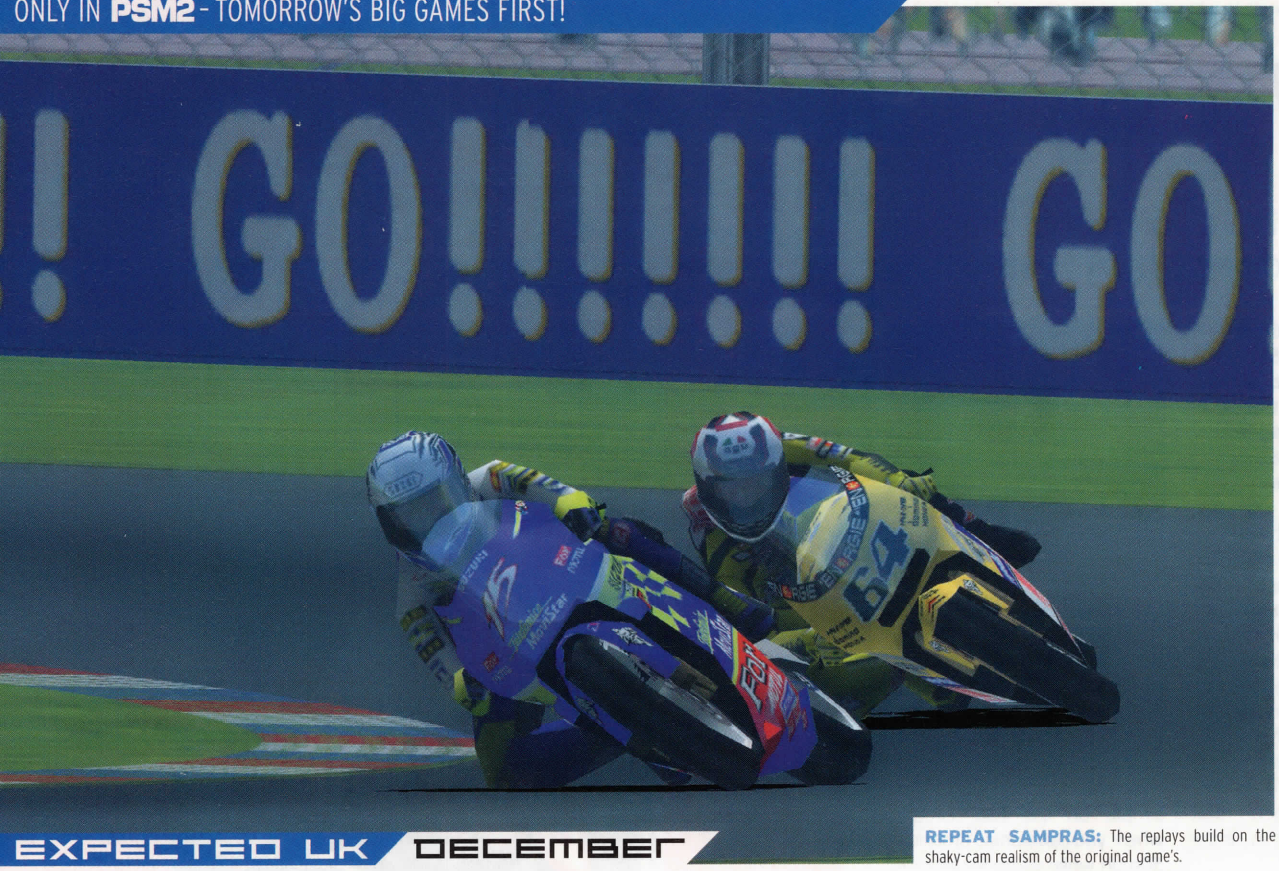
empire INTERACTIVE



REPEAT SAMPRAS: The replays build on the shaky-cam realism of the original game's.

EXPECTED UK / DECEMBER

MOTOGP 2

The original's impact left dents in our helmets, so we couldn't wait to sling our spuds over this improved sequel. But how improved is it?

PSM2 FIRST PLAY

BEFORE *Gran Turismo 3* **and** *Formula One 2001*, ***Namco's MotoGP* was the surprise racer of choice on PS2. Whether that said more about the state of the console's driving games eight months ago, or was just a sign of Namco getting on top of their game at last, is a little grey. What was clear was that its perfect blend of realism and arcade handling appealed to more than just greasy bikers.**

These days though, we're living in rubber-blistering times. *Burnout* and *GT3* are reasons enough to buy a PS2. The sequel to *MotoGP*, due this Christmas, needs to compete with some heavyweight competition. Has it got the nuts?

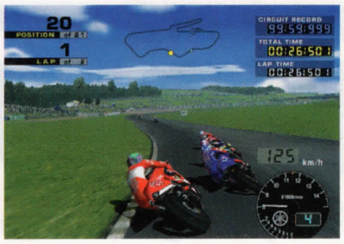
"THE SCREEN BECOMES A BLUR OF SUPER-REALISTIC, OUT OF FOCUS MIST DROPLETS"

First impressions are reassuringly solid. The first thing you notice is five new real-world circuits (Catalunya, Assen, Le Mans, Mugello and Sechsenring), which should appease many who were critical of the lack of tracks first time round.

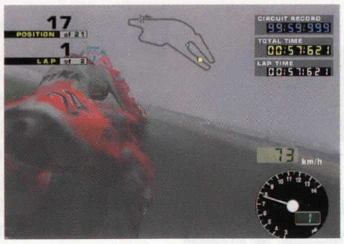
The second thing that grabs you by the collars and slaps your chunky, wide-eyed face, is the all-new weather effect when you tackle one of these on a wet day. Flick into first-person mode as you weave through the pack on a foggy morning, and the screen becomes a blur of super-realistic, out of focus mist droplets kicked up from the track. Words can't do justice to it – so take a look at it on this month's DVD.

Crashes are more bruising this time round too, and the AI seems a little more forgiving on the preview code we're playing (perhaps a little too simplistic at times). There's also a new play mode, Legend, where you get to chase four famous riders around the track of your choice. At its core though, *MotoGP 2* is more of the same. The same level of DualShock 2-hurling frustration in the Challenge mode (pumped up to 72 infuriating challenges this time round), the same crisp in-game graphics and wobbly replays, the same hour-dissolving Time Trial mode. Brilliant. **PSM2**

MotoGP 2 should be out in time for Christmas.



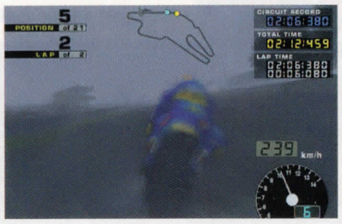
ENGLISH PATIENCE: Donington's demanding curves ensure you use the brakes frequently.



WEATHER LOCKLEAR: You can toggle the conditions between wet 'n' dry. Basic, but effective.

WATER WAY TO GO

1 In-visor view's the only way to race, particularly in sogged-up conditions. We don't know how Namco've done it, but their rain's bloody breathtaking – picture the effect you get in *MGS2*, only with the eye-watering cranked up to 11. Now imagine trying to race at over 100mph in it. Impossible? Nearly. Not all courses are as waterlogged as others though – Catalunya's only got a mild case of the light mists.



SUPER VISOR: Race from inside the helmet to experience the water effect at its blinding best.

HANDS-ON VERDICT

2 "If you're looking for quick thrills or mindless arcade action, you'll be disappointed." That was our view of *MotoGP* back in PSM2#06, and after sitting with this early code, we have to say not a lot's changed for the sequel. Thankfully Namco have kept all the satisfying elements of the original, including the option of full analogue or sticky digital control (we'd recommend going with brake and accelerate on the right Analogue stick). Surprisingly, the new weather effects have more of a tangible effect on gameplay than in most other racers. Think the spray in *F1 2001* causes you problems? Try rocketing around Le Mans in torrential rain in *MotoGP 2* – the water on your visor will have you rubbing your eyes.

You'll love it because...

It rewards long-term commitment and, despite the fairly flat nature of the tracks, has some exquisite visuals.

You'll hate it because...

You've got enough racing games, cheers very much. And it's not really *that* much different to the first game.

DVD ACTION

Watch out for the awesome in-game action, featuring races in both dry and wet conditions on brand new courses...

ORIGINALITY	★
HANDLING	★★★
PRESENTATION	★★★★

MotoGP 2

INFO

- **DEVELOPER**
  Namco
- **PUBLISHER**
  SCEE
- **GAME TYPE**
  Racing

ANTICIPATED FEATURES

- 39 motorbikes (12 open at the start of the game).
- Ten tracks to choose from at the start of the game.
- Arcade, Season, Time Trial, Challenge, Versus, Legends. 72 Challenges, each with bronze, silver and gold difficulty levels.
- Complete each of them to be rewarded with new bikes, photos etc.

WHERE IT'S AT...

- The code we're currently playing looks fairly stable (there's just the occasional bit of slowdown).

EXPECTED UK / DECEMBER

POLAROID PETE

PS2's first photo adventure game's about to hit the UK. So if you could just pop your top off, dahlin'…

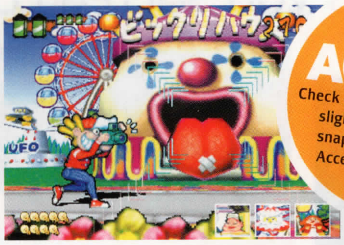
PSM2 FIRST PLAY

NAME another game on PS2 which throws disturbing Furry Freak Brothers-style comic images – a turd bobbing silently in a swimming pool, a boy urinating from the door of a passing train – at your eyes and demands you take prize-winning pics of them. You can't, because *Polaroid Pete*'s a novelty breath of fresh air.

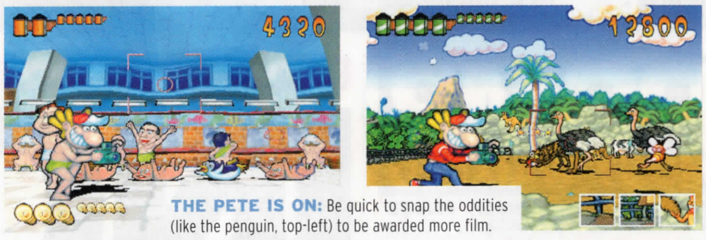
The idea's a breeze: you're a 2D, slightly pervy press photographer creeping through various settings and snapping surprise events. You walk right, you nudge left a bit, you jump, you trigger your shutter. Oatso simple.

Before each level your boss briefs you on the key shot you need to come back with, if you're to make the front page. You've got a limited amount of film, but by snapping other amusing events, you'll pick up more rolls. To be honest, there's not much more to it. But it's pretty full-on – you'll need to avoid things thrown at you in the foreground while there's loads going on in the background. You'll need to be quick with your zoom. **PSM2**

It's out in Japan now as Gekibo 2. We'll review the UK version next issue.



LENS FLARE: Keep the picture-taking frame away from Pete, or he'll just pause and pose.



THE PETE IS ON: Be quick to snap the oddities (like the penguin, top-left) to be awarded more film.

DVD ACTION

Check out the tenacious, and slightly creepy, Pete in snapping action in the Accelerator section of your disc.

HANDS-ON VERDICT

1 We've already suggested to JVC that they offer a few more options for the control system – you currently use the left Analogue stick to control both the movements of Pete *and* the picture-taking frame, and it feels very awkward to start with. It's still got novelty appeal by the sackful though.

You'll love it because…

It's *different*. After the darkness of *Silent Hill 2*, its quirkiness is as refreshing as a Slush Puppy enema.

You'll hate it because…

It's incredibly basic and it ain't that big. The control set-up will pickle your swede to start with as well.

ORIGINALITY	★★★
HANDLING	★
PRESENTATION	★★

INFO

- **DEVELOPER**
  Irem
- **PUBLISHER**
  JVC
- **GAME TYPE**
  Snap-em-up

ANTICIPATED FEATURES

- A snip at £30.
- Nine basic levels, plus nine short bonus ones.
- Build up your best pics in a portfolio.
- Loads of movie references (camp Superman, Godzilla…)

WHERE IT'S AT…

- Irem are currently removing the Picture Paradise and Popegg features from the PAL version.

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PSM2 MOST WANTED

THE TEN GAMES WHICH PSM2'S ACHING TO BE RELEASED...

1 METAL GEAR SOLID 2

Tragic events in New York haven't affected its US release date. This is a game about *defeating* terrorism, after all…

2 ICO

It's not all about mashing things into submission. This beautiful looking puzzler has brains nailed to the action.

3 STUNTMAN

Send your director into paroxysms of delight and you're rewarded with your very own custom Stunt Arena. Get in.

4 TIMESPLITTERS 2

News of the game's i-Link compatibility and improved story mode's had Joel greasing his much-feared triggers.

5 MAXIMO

It's a 3D take on the classic *Ghosts & Goblins* from Capcom in the US. The game-world's incredibly solid.

6 DAVID BECKHAM SOCCER

It might not be *Pro Evolution Soccer* but anything involving Becks doing what he does best has to be worth a look.

7 DEUS EX

Get mental with cyborg assassin, JC Denton, in this hugely anticipated port of The Best Game Ever™.

8 THE THING

Squad-based action, nerve-shredding paranoia and one of the greatest scenarios from modern horror. Nerk.

9 KINGDOM HEARTS

Square go to Disneyland in a bizarre cultural collision that could give Goofy the cred he's never had.

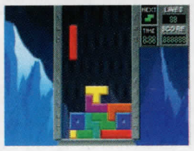
10 THE GETAWAY

Walk, run, drive, shoot, breathe, live… the level of detail's left us wheezy with hope… in a loveable rogue kinda way.

OUR LEAST WANTED

You can take your title and…

TETRIS WORLDS



There's a dearth of PS2 puzzlers, but a resurrection of the much-loved *Tetris* is not the answer. Make it go away.

EVERY KNOWN GAME ETA

INCOMING

Your monthly guide to the future of PS2 – no other magazine brings you such a comprehensive view.

KEY

Action Adventure	AA	Platformer	P
Action Strategy	AS	Puzzle	Pz
Arcade	Ar	Racing	R
Beat-em-up	Bt	RPG	RPG
Bemani	B	Shoot-em-up	S
First-Person Shooter	FPS	Sim	Sm
Flight Sim	FS	Sport	Sp
Mech	M	Strategy	Str

NOVEMBER 2001

18 Wheeler: American Pro	Acclaim	R
Airblade	SCEE	Sp
Baldur's Gate: Dark Alliance	Interplay	AA

BATMAN VENGEANCE
Despite a few frustrating spills thanks to the overly dark early levels, this is still shaping to be the most impressive outing for the Dark Knight so far.

Burnout	Acclaim	R
Capcom vs SNK 2	Capcom	Bt
Casper Spirit Dimensions	TDK	P
Champion Surfer	Ubi Soft	Sp
Conflict Zone	Ubi Soft	Str
Crash Bandicoot: Wrath of Cortex	Vivendi	Pl
Devil May Cry	Capcom	AA
Dragon Rage	3DO	AA
Driven	Bam!	R
EA Sports Cricket 2002	EA	S
Evil Twin	Ubi Soft	P
End Game	Empire	S
FIFA 2002	EA	Sp
Football Manager	Virgin Int	S
G-Surfers	Midas	R
Giants: Citizen Kabuto	Interplay	AS
Global Touring Challenge	Rage	R
GoDai: Elemental Force	3DO	AA

HALF-LIFE
A PC port that disproves the 'loss in quality' myth. Beautiful to look at, tense to play and arriving with a chopper load of Deathmatch and co-op extras.

Half-Life	Vivendi	AA
James Bond 007 in… AUF	EA	Sp
Jeremy McGrath Supercross 2002	Acclaim	Sp
Jurassic Park: Survival	Vivendi	AA
Klonoa 2: Lunatea's Veil	SCEE	P
Lakemasters Ex	Midas	Sp
Legends of Wrestling	Acclaim	Sp
Lotus Challenge	Virgin Int.	R

THE MUMMY RETURNS
Forget Rick O'Connell – Imhotep's where it's at. Who wouldn't want to play a dead guy who can re-animate corpses for his personal army, eh?

NBA Live 2002	EA	Sp
NFL Quarterback Club 2002	Acclaim	S
Pro Evolution Soccer	Konami	Sp
Rayman M	Ubi Soft	Pl
ShadowMan 2	Acclaim	AA
Shaun Palmer's Pro Snowboarder	Activision	Sp
Simpsons Road Rage	EA	R
Silent Hill 2	Konami	AA
Soul Reaver 2	Eidos	AA
Splashdown	Infogrames	R
SSX Tricky	EA	SP
Sunny Garcia's Surfing	Ubi Soft	Sp
Supercar Street Challenge	Activision	R
Test Drive: Off Road	Infogrames	R
Tony Hawk's Pro Skater 3	Activision	Sp
Top Gun Combat Zones	Virgin Int.	FS
The Weakest Link	Activision	Pz
World Rally Championship	SCEE	R
WipEout Fusion	SCEE	R

WWF SMACKDOWN! JBI
Jeeez… that's gotta hurt. *Just Bring It*'s launched itself from the lighting rig and flattened PSM2 in a six-page batter-fest of a review, starting on pg64.

DECEMBER/XMAS 2001

Blood Omen 2	Eidos	AA
Commandos 2	Eidos	AA
Deus Ex	Eidos	Sp
Disney's Tarzan	Ubi Soft	Pl
DNA	Virgin Int.	AA
Eve of Extinction	Eidos	AA
ESPN X Games Skateboarding	Konami	Sp
F1 Championship Racing 2	Ubi Soft	R
Grandia 2	Ubi Soft	RPG

THE GETAWAY
Motahs, shootahs, and gangland chic. It's difficult to see at this point which will be stronger – the game mechanics or its gritty two-pronged plot.

Grand Theft Auto 3	Take Two	AA
Hidden Invasion	Virgin Int.	AA
Jimmy Neutron: Boy Genius	THQ	P
Jimmy White's Cueball World	Virgin Int.	Sp
Kelly Slater's Pro Surfer	Activision	Sp
Legion	Midway	AA
LMA Manager 2002	Codem'ters	Sp
Mat Hoffman's Pro BMX 2	Activision	Sp
Monster Jam: Max Destruction	Ubi Soft	R
Moto GP2	SCEE	R
No One Lives Forever	Vivendi	FPS
NY Race	Wanadoo	R
Prisoner of War	Codem'ters	AS
Rainbow Six	Ubi Soft	AS
Salt Lake 2002	Eidos	Sp

RUBU TRIBE
Outrage Studios, the makers of *Descent*, turn their backs on hi-tec star ships and, instead, make you guardian of the weird tribe of Rubu.

Silent Scope 2	Konami	FPS
Sled Storm 2	EA	R
Star Trek: Shattered Universe	Interplay	AA
Stunt GP	Virgin Int.	R

STATE OF EMERGENCY
Coding anarchists Rockstar crank up the action with over 100 missions and some of the most heavily populated screens we've ever seen in a game.

Tribes 2	Vivendi	FPS
Worms Blast	Ubi Soft	AS

JANUARY 2002

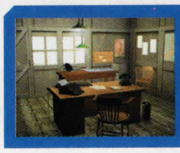
Centre Court	Midas	Sp
Downforce	Virgin int.	R
Guilty Gear X	Virgin Int.	B
Jonny Moseley Mad Trix	3DO	Sp

HERDY GERDY
Freaky fauna, cunning AI and beautifully crafted animation. Will it be enough to raise this game to something more than an elaborate *Lemmings*?

Police 24/7	Konami	FPS
Shifters	3DO	AA

2002

Ace Combat 4	SCEE	FS
Aliens: Colonial Marines	EA	AA
Curse: The Eye of Isis	Asylum	AA
Defender	Midway	Ar
Dinos	Vivendi	S
Dredd Versus Death	Rebellion	AA
Dropship	SCEE	AS
Falcone: Enter the Maelstrom	Virgin Int.	AA
Fireblade	Midway	S
Ghost Master	Empire	S
Good Cop Bad Cop	Virgin Int.	AA
Kingdom Hearts	SCEE	RPG



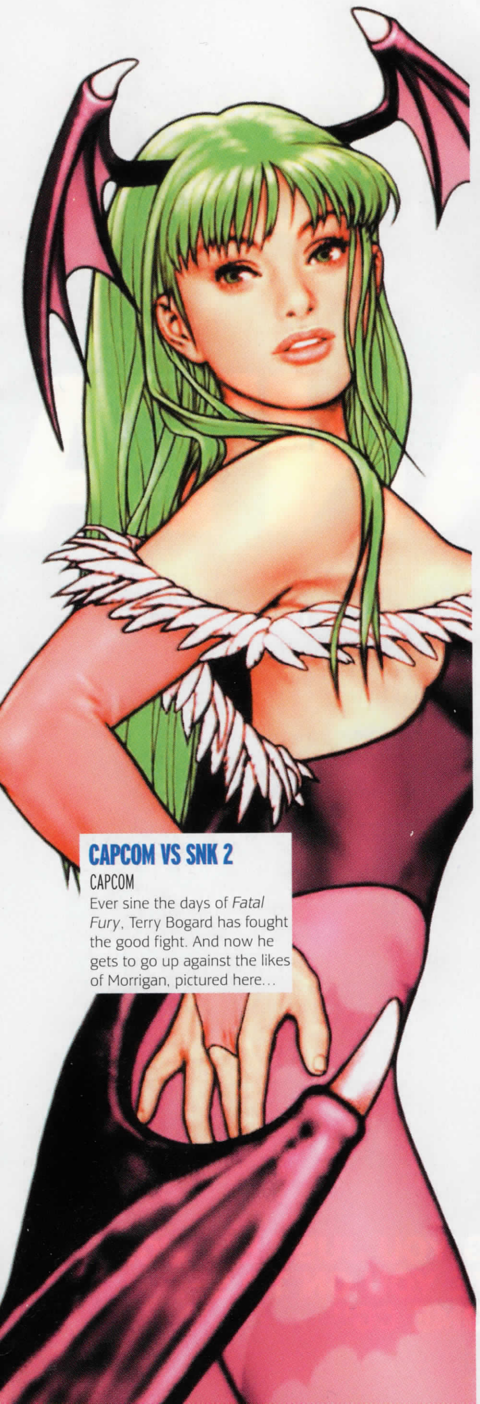
MOH FRONTLINE

Top AI interaction and some convincing characterisations make this WW2 first-person shooter stand out. The early code we've played's promising.

Max Payne	Take 2	AA
Maximo	Capcom	AA
Monsters, Inc.	SCEE	Pl
Pryzm: The Dark Unicorn	TDK	AA
Red Card Soccer	Midway	Sp
RLH	Interplay	AA
Starsky and Hutch	Empire	AA
Tomb Raider: Next Gen	Eidos	AA
Wingover 3	Virgin Int.	R
Who Wants To Be A Millionaire 2	Eidos	P
World Sports Car	Empire	R
WTA Tour Tennis	Konami	Sp

TIMESPLITTERS 2

Boss encounters and a greater level of environmental detail await the devoted. Plus the replacement of the ducks by monkeys. Dear God yes...



CAPCOM VS SNK 2

CAPCOM

Ever sine the days of *Fatal Fury*, Terry Bogard has fought the good fight. And now he gets to go up against the likes of Morrigan, pictured here...

TO BE CONFIRMED

1906 Arctic Odyssey	TBC	AA
Ape Escape 2	SCEE	Pl
Austin Powers 2002	Take 2	AA
Barbarians	Virgin Int.	AA
BASS Strike	THQ	Sp
Black and White	TBC	AS
Casper: Spirit Dimensions	TDK	Pl

BROKEN SWORD

George Stobbart returns in this new adventure from Revolution, only now he's being rendered in glorious 3D with a heavy coating of noir.

Colin McRae 2	Codem'ters	Sp
Commandos 2	Eidos	AS
Conflict Desert Storm	SCi	AS
Dark Summit	THQ	Sp
David Beckham Soccer	Rage	Sp
Dragon Wars of Might and Magic	3DO	AA
Driver 3	Infogrames	R
Duke Nukem Forever	Take 2	AA
Dune	Cryo	Sp
Dusk Till Dawn	TBC	FPS
Dynasty Warriors 3	KOEI	AS
ESPN Winter X Games Snowboarding 2	Konami	Sp
ESPN Winter Games	Konami	Sp
Final Fantasy 10	SCEE	RPG

EXO

More futuristic squad-based action in the vein of *Project Eden*, but this time it's the sheer scale of the environments that has us marvelling.

Final Fantasy 11	SCEE	RPG
Frogger	Konami	Sp
Galleon	Interplay	AA
Goemon Action RPG	Konami	RPG
The Great Escape	SCi	AA
Gumball 3000	SCi	R
Headhunter	SCEE	AA
H2Overdrive	Crave	R
Iron Storm	Wanadoo	FPS
ISS 2002	Konami	Sp
Jekyll and Hyde	Cryo	AA
Kinetica	SCEE	R
Le Femme Nikita	Infogrames	AA
The Lost	Ubi Soft	AA
Malice	Vivendi	Pl
Men In Black 2	Infogrames	AA
Metal Gear Solid 2	Konami	AA
Mike Tyson Boxing	Codem'ters	Sp
Mini Golf Maniacs	Vivendi	Sp
Mission Impossible 2	Infogrames	AA
MoH: Fighter Command	EA	FS
Monster Rancher 3	Tecmo	Pz
NASCAR Thunder 2002	EA	R
NFL Quarterback Club	Acclaim	Sp
Okage: Shadow King	SCEE	RPG
Pac-Man World 2	SCEE	P

ONIMUSHA 2

News that Capcom are grimly holding on to their formula of pre-rendered backgrounds has got us wondering if this'll really have much more to offer...

Pirates: Legends of Black Kat	EA	AA
Playmobil Hype	Ubi Soft	P

PRIMAL

Sony's Cambridge Studios adds a feminine twist to the *DMC* formula of tortured hero/heroine caught between the human and demonic worlds.

Polaroid Pete	JVC	B
PRYZM: The Dark Unicorn	TDK	RPG
Resident Evil 4	Capcom	AA
Resident Evil: Gun Survivor 2	Capom	FPS
Return to Castle Wolfenstein	Activision	FPS
Rez	SCEE	S
Roadsters 2	Titus	R
Robocop	Virgin Int.	FS
Seaman	SCEE	Pz

ROCKY

Rage, proving again that they're not scared to take on the biggest names. Just a case of seeing if the game mechanics are up to scratch now.

Settlers	Ubi Soft	Sp
SOCOM: US Navy Seals	SCEE	AS
Soldier of Fortune Gold	Eon	FPS
Speed Devils 2	Ubi Soft	R
Spider-Man: The Movie	Activision	AA
Spyro: Next Gen	Vivendi	P

SOUL CALIBUR 2

Sega wade into the scrap with the welcome return of Ivy, Cervantes and crew. The added promise of multi-layered arenas is a bit of an eye-catcher.

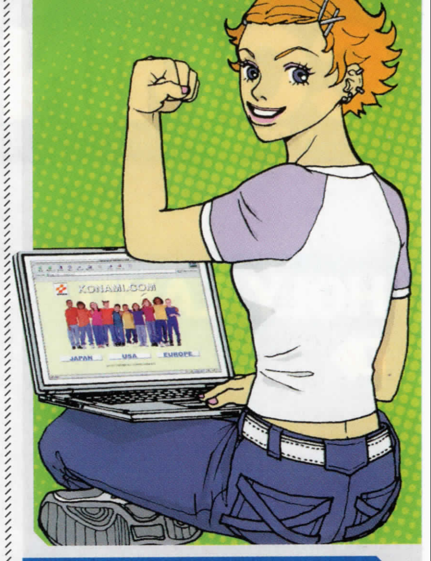
Star Wars: Racer Revenge	Activision	R
Star Wars: Obi Wan	Activision	AA
Star Trek Voyager: Elite Force	Eon	FPS
Stuntman	Infogrames	R
Suikoden 3	Konami	Sp
Superman	Infogrames	AA
Tekken 4	SCEE	B
Tenchu 3	Activision	AA
Terminator	Infogrames	AA
Test Drive: Underground	Infogrames	R
Tetris Worlds	THQ	Pz
The Thing	Vivendi	AA
Thunderbirds	SCi	AA
Titanium Angels	SCi	AA
TOCA Race Driver	Codem'ters	R
Tour de France	Konami	Sp
Tonka Monster Truck	Infogrames	R
Trophy Bass	Vivendi	Sp
Turok Evolution	Acclaim	FPS

TWISTED METAL: BLACK

Reviewed back in PSM# 13. Now, due to events in America, it's on hold until next year. So, sadly, you'll have to get hold of this dark road rager on import.

Ultimate Fighting Championship	Crave	Bt
Vampire Nights	SCEE	S
Virtua Fighter 4	SCEE	S
World of Outlaw Sprint Cars	Infogrames	R
Zombie Revenge	Acclaim	FPS

Incoming is your complete guide to the future for your PS2. The release dates are correct, to the best of our serious knowledge, as we went to press. This listing is updated every issue – but please, don't give us a hard time about slippage, seepage, canning and alterations.



DEVELOPER CONTACTS

Who to call when you're finding it hard to sleep because *Casper* has slipped.

3DO
0906 753 2244
www.3doeurope.com

ACCLAIM ENTERTAINMENT
0207 344 5000
www.acclaim.com

ACTIVISION
01753 756 100
www.activision.com

ARGONAUT
0208 200 5777
www.argonaut.com

BAM!
020 6428 7802
www.bam4fun,com

CAPCOM EUROSOFT
0207 925 2526
www.capcom.com

CODEMASTERS
01926 814 132
www.codemasters.com

CRAVE
020 8968 8088
www.crave.co.uk

CRYO INTERACTIVE
0121 250 5070
www.cryo-interactive.com

EIDOS INTERACTIVE
020 8636 3000
www.eidosinteractive.com

ELECTRONIC ARTS
01932 450 000
www.ea.com

EMPIRE INTERACTIVE
020 8343 7337
www.empire.co.uk

EON
020 7318 1350
www.eon-digital.com

INFOGRAMES
0208 222 9700
www.infogrames.com

INTERPLAY
0207 821 6815
www.interplay.com

KONAMI EUROPE
01895 853 000
www.konami.com

LEGO
0870 600 3003
www.legomedia.com

LUCASARTS
www.lucasarts.com

MIDAS
01279 858000
www.midasinteractive.co.uk

MIDWAY GAMES
0207 938 4488
www.midway.com

RAGE
0151 237 2200
www.rage.co.uk

REBELLION
www.rebellion.co.uk

SCi
020 7585 3308
www.sci.co.uk

SEGA
020 8996 4509
www.sega-europe.com

SONY EUROPE
0207 533 1400
www.playstation.co.uk

TAKE 2 INTERACTIVE
01753 854 444
www.rockstargames.com

TDK
www.tdk-mediactive.com

THQ
01483 767 656
www.thq.com

TITUS
0207 700 2119
www.titussoftware.com

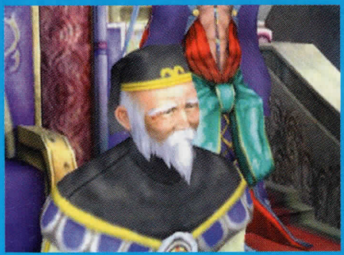
UBI SOFT
0208 944 9000
www.ubisoft.co.uk

VIRGIN INTERACTIVE
0207 551 4222
www.vie.co.uk

VIVENDI
0118 920 9100
www.sierra-online.co.uk

HOLY LAND

1 One thing we've neglected to clarify in the past is the religious divisions that occur within *Final Fantasy 10*. Unlike Tidus' homeland of Zanarkand, Spira is a world where technology has been banished by the ruling order of Ebon. This religious sect, governed by the High Priest Maika, has created the summoners – the likes of Yuna and Seymour – to battle Sin. They blame the rise of this evil on the machines used by the ancients and so hunt anyone down who attempts to salvage it – Cid, his daughter Rikku and the rest of the Al Bhed.



MAIKA: Digs summons, dislikes technology.

RIKKU: Daughter of Cid and keen gadget freak.

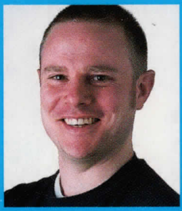
THE AL BHED: Not unlike cyber hippies.

EXPECTED UK JULY 2002

FINAL FANTA

The world of FF10 is a constantly evolving, utterly desirable place to be. Which is why we've spent so long there. You try dragging us away…

30 SOMETHING: Jonathan Bryant



PSM2 UPDATE

THE PARTY'S passed its peak, the ritz and razzmatazz no longer mesmerises and we're entrenched in the back-breaking grind of trying to complete another *Final Fantasy* epic. Thirty painstaking hours in and we should be spitting obscenities, bouncing the pad off the TV every time we die and dropping the box onto the 'we'll finish it one day' pile in disgust. But no. It's one of those elusive moments where a game just won't let you go, where it keeps giving you just enough reward to drive you on to see that next awesome CG, to discover the next revelation in the plot.

So far we've shown you the footage, reviewed it and pulled some of the more obvious features apart in tips. And now, for those of you not giving up your lives to the import version, we're going to tell you why this is still one of the most exciting titles coming to PS2, and why you should be pre-ordering your PAL version right now.

BALANCING ACT

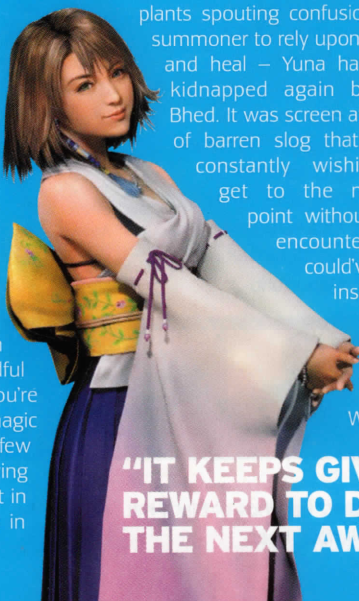
One thing that never ceases to amaze us is the balance Square always seem to achieve with their combat systems. On one hand you find yourself instantly wary of getting into a fight with any of the larger creatures and yet, on the other, it's something you're forced to do in order to progress. Up to now we've been in three or four of these dreadful confrontations where you're out of summons, out of magic points, down to your last few Phoenix Downs and praying that the filthy great muppet in front of you will go down in the next few rounds.

The most recent of these agonising battles found our battered gang of heroes scrapping their way across a desert. Giant sandworms, plants spouting confusion and no summoner to rely upon to protect and heal – Yuna having been kidnapped again by the Al Bhed. It was screen after screen of barren slog that had you constantly wishing you'd get to the next save point without another encounter. What could've possibly inspired us to keep this up for over an hour? Well, if you climb the final dune and tumble into the heart of the action beyond, you'll see exactly why we can't leave this game alone.

SPOILER ALERT

BADOOM, it's a war zone. The forces of the religious Ebon order are doing their best to hunt the tech-savvy Al Bhed into extinction. Flames lick the scorched walls of Home, bodies litter the fortress' courtyard and your team decided to dive straight in despite their knackered stats after an age in the wilderness. With every step you're screaming for just one, wee save point.

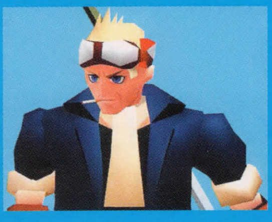
There's a brief moment to catch your breath, say hello to that old mainstay of the *Final Fantasy* series, Cid – sporting a major slaphead this time

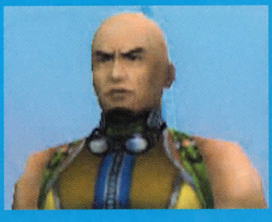


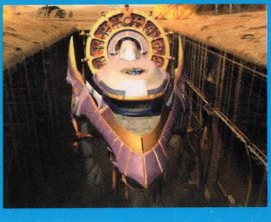
> **"IT KEEPS GIVING YOU JUST ENOUGH REWARD TO DRIVE YOU ON TO SEE THE NEXT AWESOME CG"**

CID: THEN AND NOW

2 Cid's appeared in every *Final Fantasy* since the start of the series. Transformed once again for this latest version, his love for all kinds of flying machine remains intact. Which, in our book, makes him the grooviest *FF* character ever created.


BACK IN FF7: Smoking a fag and goggles on his head. How cool?


NOW IN FF10: Follically challenged and with goggles round his neck. Still cool.


THE AIRSHIP: You just know that it's got to be in there somewhere. Very cool.

SY 10

round – before a quick save (oh, the relief) and then off into the bowels of the crumbling fortress. Inside the revelations come thick and fast.

Apparently the Al Bhed have been kidnapping the summoners to protect them. Oh, right… It seems that if any of them complete their pilgrimage to discover the ultimate summon and banish the forces of Sin (see Holy Land) they'll die. It's a one shot kind of summon that puts so much strain on the castee that they're brown bread within seconds. Which means that you're actually helping Yuna to top herself for the good of the land of Spira.

It's a classic *FF* moment of moral conflict. You've got to keep playing, that's the whole point of the game, but they're telling you that to do this will result in the death of one of your central characters. Bless Square, bless them for never making it simple, straightforward or boring. **PSM2**

With the game currently being translated into five European languages textually, and all the dubbing being redone in English, you'll still not see this in the shops until July 2002. The Americans, however, will be receiving their copies in January.

DING, DONG THE BELLS ARE GONNA CHIME

3 There's a warped love triangle going on between the three central characters. Tidus fancies Yuna but she feels compelled to marry head summoner Seymour and combine their powers in order to banish Sin from Spira once and for all. Our hero, not trusting the blue-haired one, rushes to the ceremony to find out who really is best man…

TIDUS: Is there more to Seymour's plan to wed Yuna? Someone *must* know what's really going on.

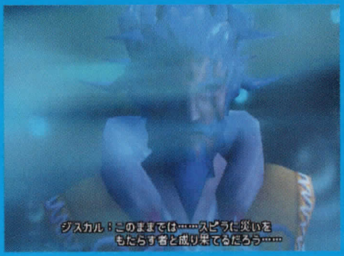
YUNA: The reluctant bride-to-be.

SEYMOUR: Not all that he seems.

TRUE COLOURS

4 We knew you couldn't trust someone whose hair looked like that, and weren't surprised when Seymour's true colours finally came shining through. You'll find no spoilers here, but let's just say that 30 hours in you'll soon have more than enough motive to take this sucker on in armed combat.

SEYMOUR: What is his disturbing secret?


ジスカル：このままでは……スピラに災いを
もたらす者と成り果てるだろう……
LORD JISKAL: Just how did Seymour's dad die?

SIN: Big slug thing that everything revolves around.

UP, UP AND AWAY

5 The thrills keep on coming. Square've manage to cram in an emotive scene where Tidus breaks down over the potential demise of the love of his life, then it's off, up a gangplank and into… oh, mamma… the airship. With Cid around, you just knew this couldn't be far off.

The team take to the skies, Cid launches a broadside of missiles, blows what remains of Home into another dimension and everyone rides the bow wave of the explosion into the next chapter of the story. Climaxes like this are usually only found rivetted to the end of the very best action films. Here, they're superb punctuations to a plot that has them kicking in every three or four hours. Each one will have you gagging to get back to the plot. Absolutely, gob-smackingly untouchable.

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PLAYSTATION® 2 MAGAZINE PSM2

REVIEWS

THE ESSENTIAL VERDICT ON EVERY NEW RELEASE レビュー

レビュー

IT'S TAKEN A WHILE, BUT THE THIRD PLACE IS FINALLY THE ONLY PLACE YOU REALLY WANT TO BE.

JONATHAN

We had a nervous moment or two back there, what with crazy Duckman, Dogboy and horse-lady, but we always kept the faith. And we've been well rewarded. In the all-important run up to Christmas, with The Competition rearing their ugly, ribbed heads, Sony have finally pulled it together by staging a coup that'll have little blue lights twinkling in homes all across the country.

Of course, they'd be churlish to take the winner's podium alone – this month alone, an unheard of quadruple header of 90 percent titles covering every aspect of the gaming spectrum. Feel the need for kebab-juice-stained multi-player warfare? That'll be *Pro Evo*. Involving, story-driven, flawlessly-translated FPS heaven? *Half-Life*'s your bag, baby. Fancy causing tabloid-goading havoc in the most perfectly realised city on PS2? Try the deceptively involving *GTA3*.

And then there's the shimmering glory of *SSX Tricky*, steaming triumphantly home as one of the only sequels we've seen improve on the original in *every* respect. If you haven't read the review yet, cast aside your fear of paper cuts and rifle back to pg16 as if your future prosperity and happiness depended on it. The Third Place? It's never felt so much like the first. **PSM2**

PSM2'S MANIFESTO

PSM2's REVIEWS ARE: **Analytical, delving, comic, critical, informative and, above all, bang on the money. If you want to know exactly where your cash should go, look no further than these pages.**

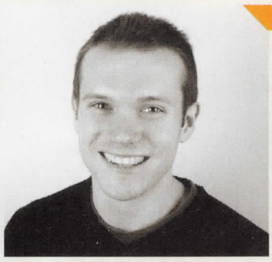
PSM2's REVIEWS AREN'T: **Lacking integrity, flabby, overly sensational, oblique and scored to appease anyone within the games industry. If you want a blinkered perspective on the global market, look elsewhere.**

›REVIEWERS レビュー

PLAYING PS2

LONGER, HARDER, FASTER THIS ISSUE:

The world's most knowledgeable and outspoken PlayStation 2 fans.



DANIEL DAWKINS

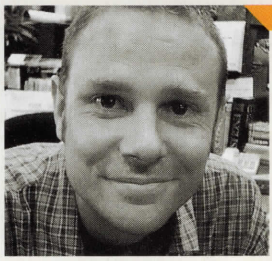
- **SPECIALIST IN:** Driving, Sports, RPGs, Shooting
- **HAVING FUN WITH:** SSX Tricky, Pro Evolution

Dan's spent the month in the ungodly trance state he deserves for reviewing quality titles – dribbling Run DMC tunes while we spoon-feed him baby-mash.
daniel.dawkins@futurenet.co.uk

DUNCAN BAIZLEY

- **SPECIALIST IN:** Footy, cartoons
- **HAVING FUN WITH:** Simpsons Road Rage.

Self-induced jaundice, an imposing overbite and a near-fatal addiction to doughnuts. Duncan's love of Homer's gone far beyond The Odyssey.
duncan.baizley@futurenet.co.uk



JONATHAN BRYANT

- **SPECIALIST IN:** RPGs, RTS
- **HAVING FUN WITH:** NHL Hitz 2002

Jonnie's lifelong ambition of dueting with Christopher Dean came true this month – moments before he punched him through a Plexiglas window.
jonathan.bryant@futurenet.co.uk

JOEL SNAPE

- **SPECIALIST IN:** Grappling with men in trunks
- **HAVING FUN WITH:** GTA3, WWF Smackdown

Joel's been petitioning the WWF to allow baseball bats and molotovs this month. The, ahem... World Wildlife Fund, that is. Slaaatah.
joel.snape@futurenet.co.uk

DANIEL GRIFFITHS

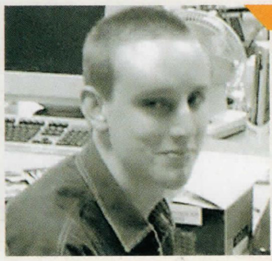
- **SPECIALIST IN:** Driving
- **HAVING FUN WITH:** Half-Life

Biological warfare holds no terror for Dan – he's already constructed his own be-safe suit from the treasures he found in an unguarded skip.
daniel.griffiths@futurenet.co.uk

RICHARD OWEN

- **SPECIALIST IN:** Footy, Driving, Sports
- **HAVING FUN WITH:** Time Crisis 2, Silent Scope 2

The trigger fingers of a concert pianist and a heart of solid teak – Rich's steely gaze does nothing to betray his inner layers of mulch and flowers.
richard.owen@futurenet.co.uk



JAMES WHITE

- **SPECIALIST IN:** DVD doo-dah
- **HAVING FUN WITH:** The Godfather

No longer welcome down the Pony Club, James has to make a living amusing the staff of Total Film magazine with his inventive swearing.
james.white@futurenet.co.uk

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PSM2's team of reviewers play games more than any other mag. We don't shuffle through the first level, then present you with some vague mark out of five. But sometimes you won't see eye-to-eye with us. So get in touch...

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›THE DEFINITIVE VERDICT フハワヌキニラ

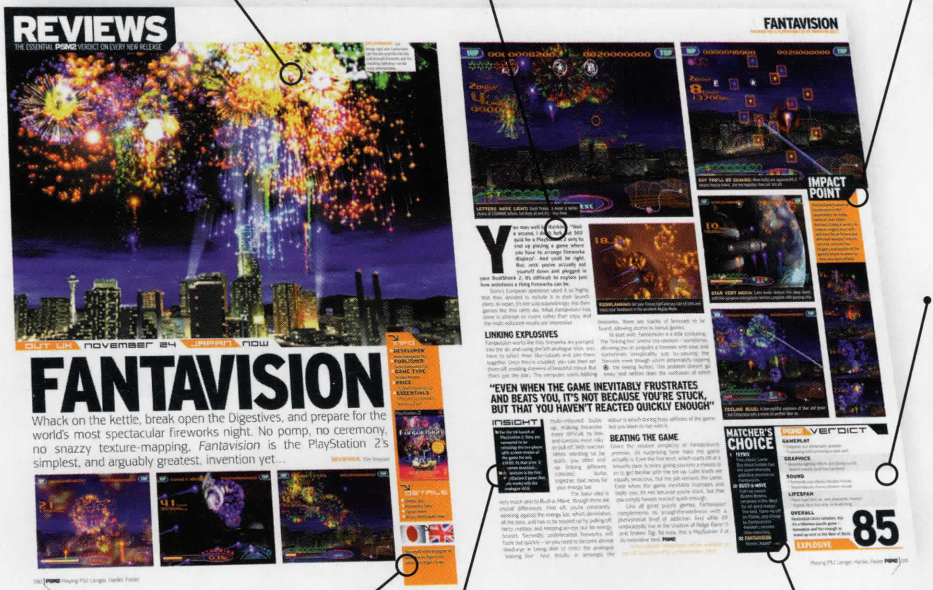
WHY PSM2 REVIEWS ARE THE BEST YOU'LL READ!

We love games, but won't resist caving a shabby game's face in – stick with PSM2 to get the best buying advice around.

BEST SCREENS:
We've captured the most dynamic images from the games, with all the levels and views you need to see. They're the best shots you'll clap eyes on!

PASSIONATE OPINION:
PSM2 reviewers squeeze every ounce of detail out of a game, and tell you everything you need to know. Our reviews are as entertaining to read as the best games are to play.

IMPACT POINT:
Here you'll see the defining moment in the game that convinced your PSM2 reviewer that this is a shiny blue disc you should run out and buy or just leave on the shelf.



REVIEWS

THE ESSENTIAL PSM2 VERDICT ON EVERY NEW RELEASE

OUT UK NOVEMBER 24 JAPAN NOW

FANTAVISION

Whack on the kettle, break open the Digestives, and prepare for the world's most spectacular fireworks night. No pomp, no ceremony, no snazzy texture-mapping, *Fantavision* is the PlayStation 2's simplest, and arguably greatest, invention yet...

LINKING EXPLOSIVES

"EVEN WHEN THE GAME INEVITABLY FRUSTRATES AND BEATS YOU, IT'S NOT BECAUSE YOU'RE STUCK, BUT THAT YOU HAVEN'T REACTED QUICKLY ENOUGH"

INSIGHT

BEATING THE GAME

IMPACT POINT

MATCHER'S CHOICE

VERDICT

85

EXPLOSIVE

VERDICT BOX:
A chunky, comprehensive summary of the game. You'll find out what the best and worst features of the gameplay, graphics, sound and lifespan are, as well as getting a score out of 100. We feel this is the most useful way of indicating the game's quality, rather than some oddball score out of, say, 30.

GAMER'S CHOICE:
Your essential guide to how the game compares to others in its genre. These will be PS2 games where possible, but due to the system's ability to play all your old PlayStation discs we'll also compare the new games with the classics...

INSIGHT:
Here you'll find amazing facts about the game and its developers, carefully selected by the PSM2 reviewer to give you a deeper understanding of the title. Or make you laugh.

ALL THE INFO YOU NEED:
Crammed with every useful fact about the game, you'll find everything here - from how many players it supports to how many levels and playing modes you can expect. For Japanese discs, we'll also give you a guide to how impenetrable the text is. Neat, no?

›HONEST AND ACCURATE シワヨカ/

PS2 REVIEWS

We review every last PS2 title from around the world – from Japan, America and Europe. Some of these titles that appear in an NTSC format will occasionally not make the transition to PAL and'll only be available on import for use on Japanese or American machines. Each review is clearly marked with its country of origin and, where possible, we always re-review PAL versions of games we've covered on import.

If you're looking for a review of a game that's available to buy, and it's not been included in the mag, approach it with extreme caution. Usually this means that whoever distributed it would rather you coughed up the money first and found out that it was absolute arse later. Rely on PSM2 to help you spend wisely.

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DVD REVIEWS

Every month PSM2 teams up with *Total Film* magazine to review the best of the month's DVDs. We treat extras as a bonus and base our scores largely on the film's quality.

›HARD-HITTING シワヨカ/

THE PSM2 SCORING SYSTEM:

PSM2 WARNING! Unlike other mags, PSM2 takes reviewing seriously. PSM2 is hard, but fair. 90+ scores are rare. Read the guide below...

0-29	Shoddy stuff. A game in this category is so bad, *well*, it's just laughable really...
30-49	Possibly fun in the short term, but there're some serious faults in the game's design.
50-69	50 is considered 'average' in PSM2 (unlike some other mags). You can trust our scores.
70-84	An entertaining game that *just* misses out on being something big. Highly enjoyable, though.
85-89	What are you waiting for? If a game gets a score in this category, you really ought to treat yourself. You won't be disappointed – PSM2 highly recommends it, and that's the only endorsement you need...
90+	An unmissable gem which should feature in the game collection of everyone reading PSM2. It's a supreme example of its genre and pushes your PlayStation 2 in every respect. You must play this.

DON'T MISS THESE:

PS2 REVIEWS

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OUT UK NOVEMBER 06

HALF-LIFE

"IT'S TIME FOR PS2 GAMERS TO FIND OUT JUST WHAT ALL THE FUSS WAS ABOUT"

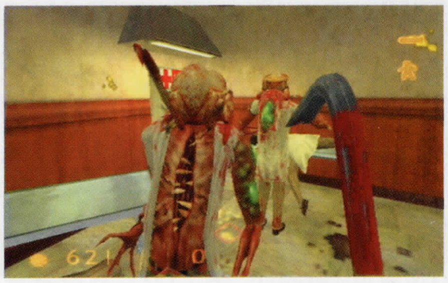
HALF-LIFE

"A LEGEND IN THE MAKING"

It's the best first-person game ever made and now it's on PS2. Just don't say you've spoiled it by playing it already. **REVIEWER:** Daniel Griffiths

Right, we're going to ask you a question and we want you all to sort yourselves out into two distinct groups depending on your answer. Ready? OK. Have you played *Half-Life*? If you haven't played *Half-Life* we want you to go over there. Good. OK, that's far enough. Right, we'll come back to you later. Now, who's left? Fine. You lot are going to have to do some serious thinking.

Those lot over there are the lucky ones. If ever ignorance was bliss it's now. They won't know what's hit them. They are – if they go and buy themselves a copy of *Half-Life* – about to embark on one of the most groundbreaking and persistently entertaining videogame quests ever conceived. But you lot, you've gone and spoilt it for yourselves. What was it? Own a PC as well do you? Played it round your mate's house? Shame on you. You're now in a strange limbo. You have to ask yourself if you'd shell out £40 just to get at a clever two-player interpretation of the same basic game. We'll leave you to ponder that one while we talk to the other group for a bit.



DIGIMONS: The new monster models sport fangs and claws even more gruesome than those of their PC brethren. 'Orrible.

You other lot are the lucky ones. Maybe you're new to gaming. Maybe you're naive. Or simple. Either way you're the blessed few. *Half-Life* – since you don't know – persistently crops up as the greatest PC game ever made in readers' polls around the world. Even after three years of multi million-selling fame it still brings a misty glow to the acne of practically every PC gamer. *Quake*? Very good. *Doom*? Ah, yes – a true classic. But *Half-Life*? Now you're talking perfection. Not only did *Half-Life* feature incredible graphics and plenty of first-person shooter action, but it threw in one of the best, most elaborately orchestrated videogame plots ever seen.

It's a legend in the making from the moment you start the game. As the titles roll (come to think of it even having credits at the start of a videogame is a brilliantly cinematic move) you're transported by train into the Black Mesa experimental research facility where you, Gordon Freeman, have just landed a job. But this is no intro sequence. As you journey deeper and deeper into the facility – revealing the vastness of the adventure to come – you can look around, peer out of the windows and watch all the other workers going about their business. The game starts *before* the game starts.

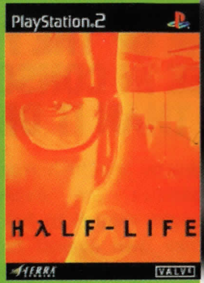
RESEARCH AND DESTROY

Once the train arrives at its destination the fun begins as you quickly realise that rather than kill everything that moves (as in every other first-person shooter) you're surrounded by colleagues and friends and can talk to them via a simple action button. The characters wandering about the base don't have that much to say ▸

"ONE OF THE MOST GROUNDBREAKING AND PERSISTENTLY ENTERTAINING VIDEOGAME QUESTS EVER CONCEIVED"

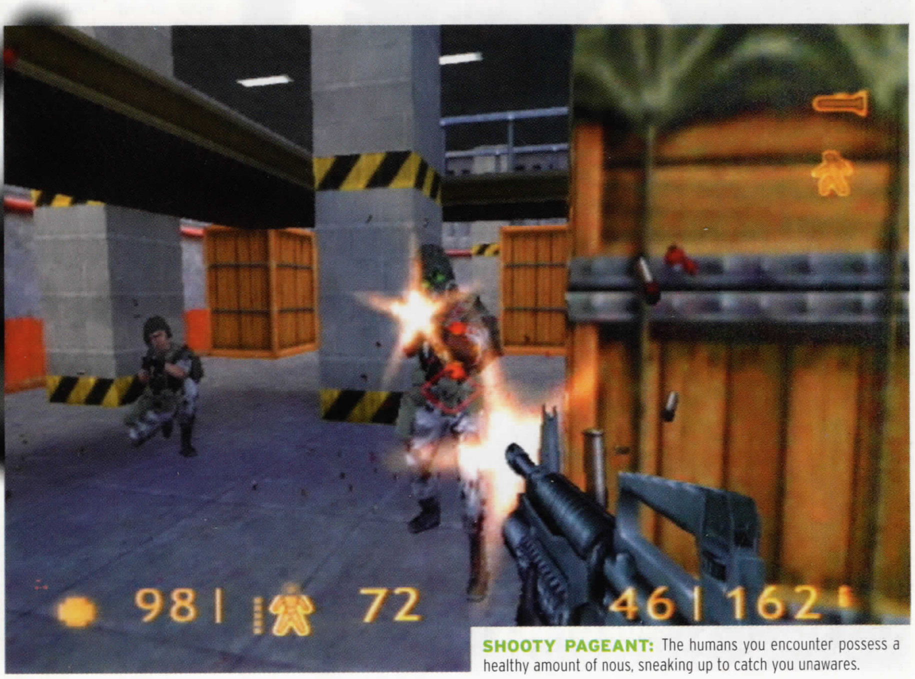
INFO

- **CODE TESTED**
  PAL (UK)
- **DEVELOPER**
  Valve
- **PUBLISHER**
  Vivendi
- **GAME TYPE**
  First-person shooter
- **PRICE**
  £39.99
- **EXTRAS**
  1-2 Players, DualShock 2, Memory Card

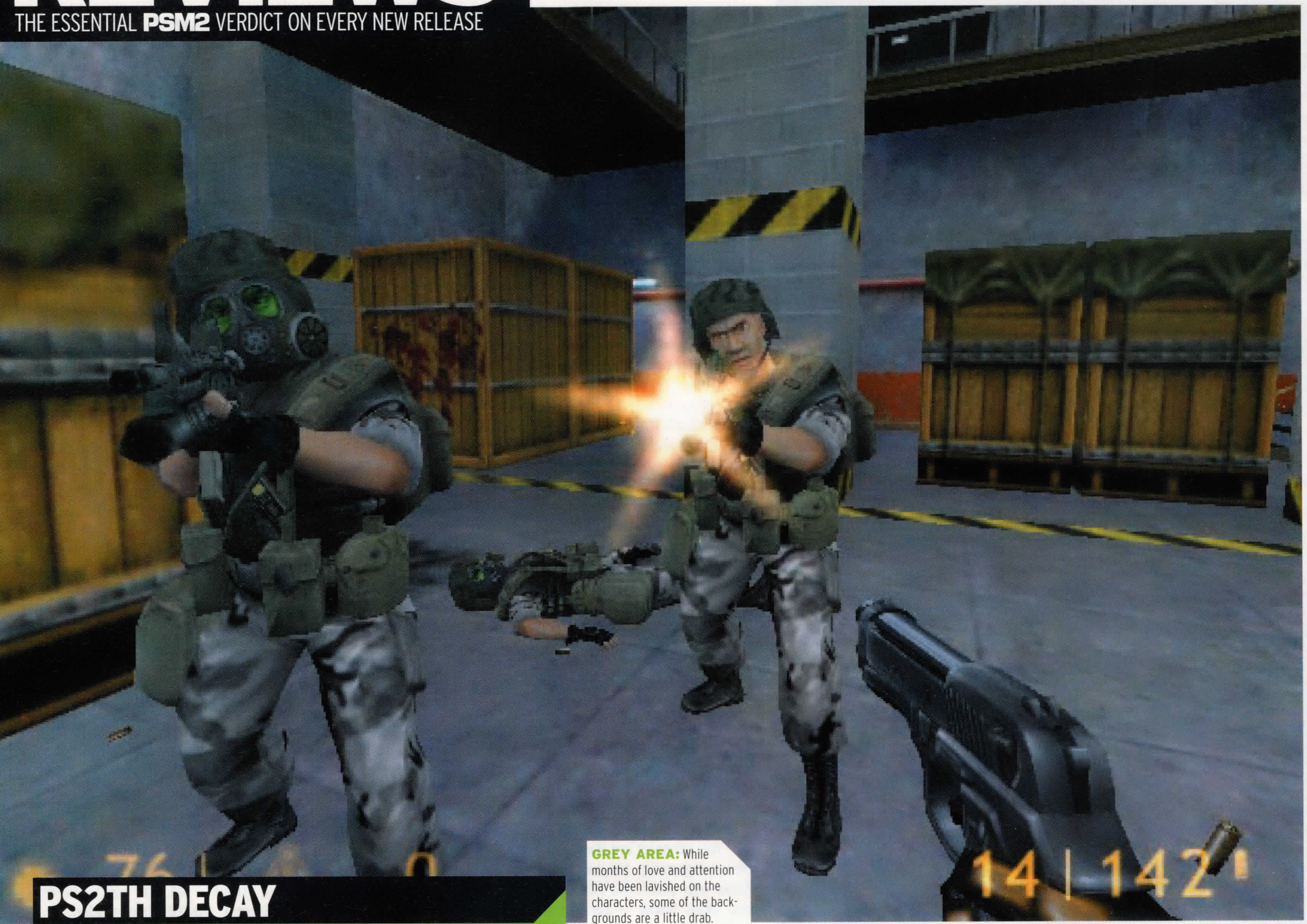


DETAILS

- **Two new play modes: Decay co-operative mode and Deathmatch.**
- **16 two-player Deathmatch arenas.**
- **All-new character models.**



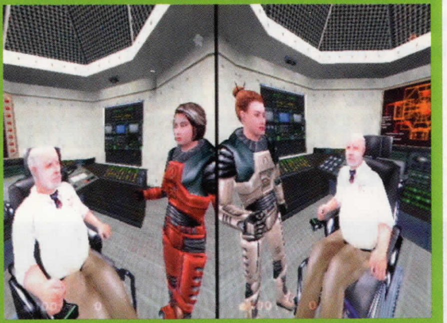
SHOOTY PAGEANT: The humans you encounter possess a healthy amount of nous, sneaking up to catch you unawares.



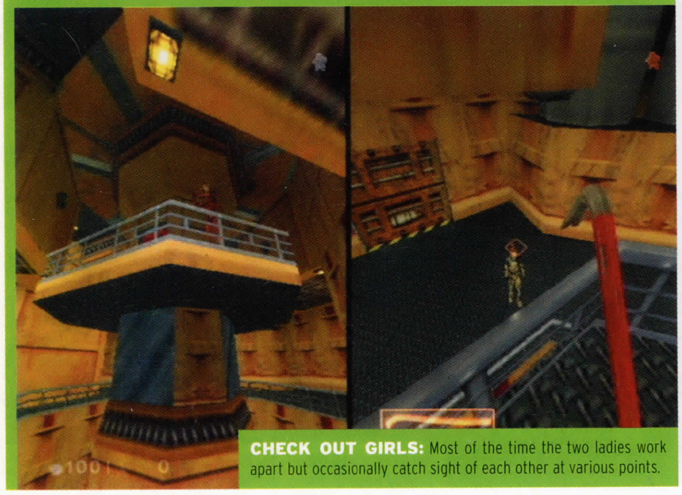
GREY AREA: While months of love and attention have been lavished on the characters, some of the backgrounds are a little drab.

PS2TH DECAY

Decay is the new two-player adventure. You both control a character each, so while one throws a switch the other jumps through the door it opens. You can even play alone, using the SELECT button to switch between them. But, rather than being another full game-sized adventure, it's a series of relatively simple missions and tasks with the accent being on completing each mission with more kills and less damage. Like *Kuri Kuri Mix*, but with guns.



HALF WIFE: Collette and Gina are the two saucy girly characters who work together to get through the missions in Decay mode.



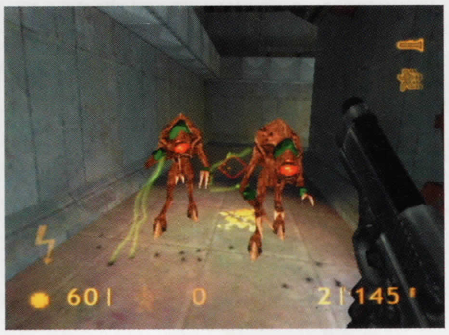
CHECK OUT GIRLS: Most of the time the two ladies work apart but occasionally catch sight of each other at various points.

▸ and they all seem to have been voiced by one of three voice actors, but the ability to pump friendly faces for information as well as direct them to assist you, is a smart twist.

The reason you're at the base is to assist in a new experiment and, to cut a not particularly long story even shorter, dung hits the fan soon after your arrival. Your job is to get out of the base without being gored by the thousands of alien monsters who are now pouring through the inter-dimensional portal you've mistakenly opened, or being murdered by the heinous SWAT team sent in to cover up the disaster.

The monsters are brilliantly designed, each suiting a particular weapon as the means to their deaths, and the human baddies are easily bright enough to hold their own against the 'bots of *Quake 3* or *Unreal*, sporting similar fire-power to your own and being rather expert in using it.

It's about now that we start comparing this PS2 version with the famous PC original – a futile process, but it has to be done. The good news is that it's hard to imagine PS2 *Half-Life* being any better. There's none of the fudging or short cuts you often see in console ports and if anything – thanks to all the weapon and character models being reworked to take full advantage of PS2 – it looks even better than it did before. There will be some know-it-alls who've played *Half-Life* at 10 squillion by 5 billion resolution via a TurboInfiltrator 3DArseStorm™ who'll moan at the PS2's slightly more workmanlike looks (mainly due to playing on a TV screen rather than a monitor) and

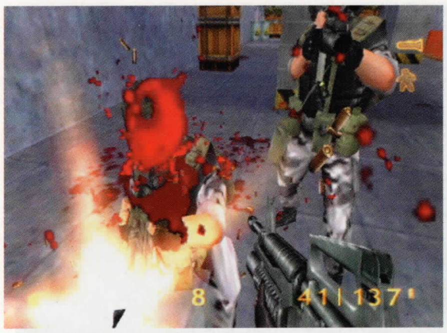


GO UNLEASHED LIGHTNING: Each of the alien characters have their own means of attack (and weak point for you to pummel).

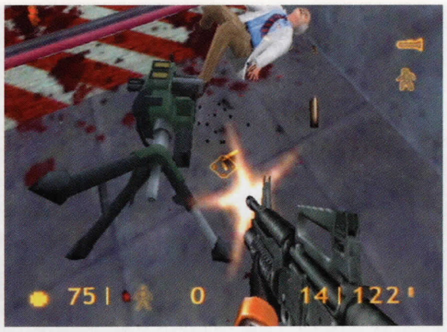
"THERE'S NONE OF THE FUDGING OR SHORT CUTS YOU OFTEN SEE IN CONSOLE PORTS AND IT LOOKS EVEN BETTER THAN IT DID BEFORE"

INSIGHT

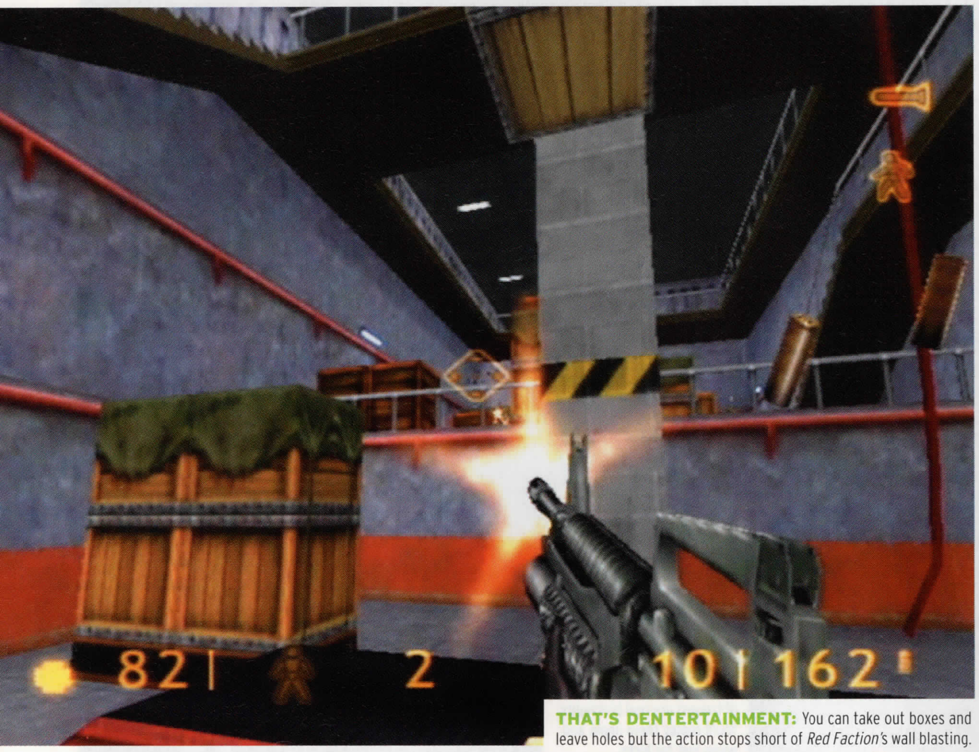
This game is actually as old as the hills. And we mean the really old hills. It's the game that every other first-person shooter has to live up to. It's spawned near countless spin-offs, many unofficial due to the friendly programmers throwing the code open to inquisitive punters.



SPLATS ENTERTAINMENT: We advise that if you play *Half-Life* the scenario above is to be avoided. Find a box and hide behind it.



GUNISHMENT!: The miniguns dotted around are a particularly brutal way to loose your life. Grenading them from afar is your best bet.



THAT'S DENTERTAINMENT: You can take out boxes and leave holes but the action stops short of *Red Faction*'s wall blasting.

"THERE'S EVEN A QUICK SAVE FEATURE FOR THE MORE NERVOUS GAMER WHICH TEMPORARILY STORES YOUR PROGRESS IN A COUPLE OF SECONDS"

occasional blurry textures, but even they'll gawp at how what was once the preserve of the £1500 super PC is now very much at home on a £199 PS2.

Even the controls are bang on. Everyone has their own personal tastes when it comes to mapping strafing, looking up and down and moving backwards and forwards onto two Analogue sticks, but not only does *Half-Life* offer an option for every eventuality it gives you the option to create your own. And, despite supplementing the usual first-person control list with such cumbersome demands as jumping, crouching, weapon select, flashlight on/off, use/talk, reload, fire and secondary fire, it all works perfectly. You can save the game wherever you like – there's even a quick save feature for the more nervous gamer which temporarily stores your progress in a couple of seconds – and a 16:9 option puts four inches more scenery on the screen for those blessed with widescreen TVs.

HINT ME, BABY

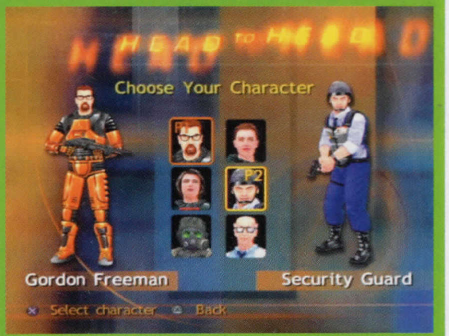
One unwelcome addition is the in-game highlighting of useful objects and even bad guys. Obviously they thought that PS2 owners wouldn't notice enormous levers on doors, buttons in lifts and huge tentacled nasties unless they framed them with a floating coloured box. It's intrusive, ▶

IMPACT POINT

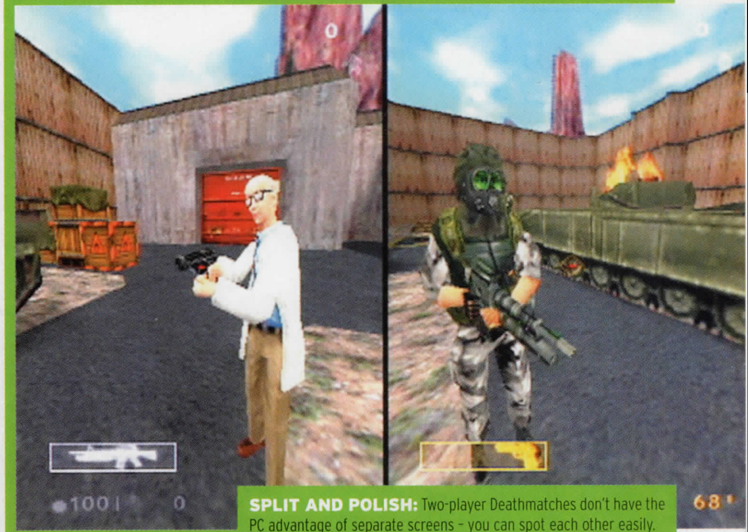
There're loads of blocks laid around to fashion into steps – essential if you want to get to that health recharge point or vital extra ammo.

TEST MATCH

Fancy a quick blast? Well, you and a mate can stomp around 16 different arenas and shoot the living shineola out of each other. There are miniguns hiding in gun emplacements and the full gamut of *Half-Life* weaponry laid around. If you play the game in side-by-side split-screen on a widescreen TV, practically none of the detail or view angle is lost. All the characters are available, so there's no excuse for dishing out some boffin-inspired justice.



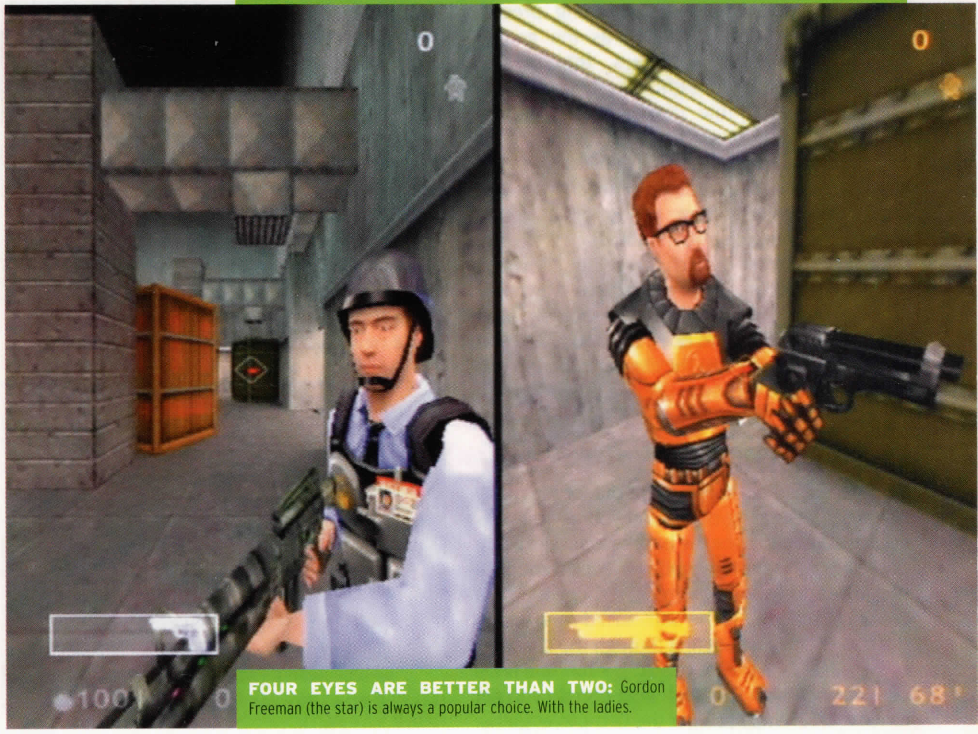
THAT'S MENTERTAINMENT: Live out your security guard fantasies via the helmeted blue guardsman persona.



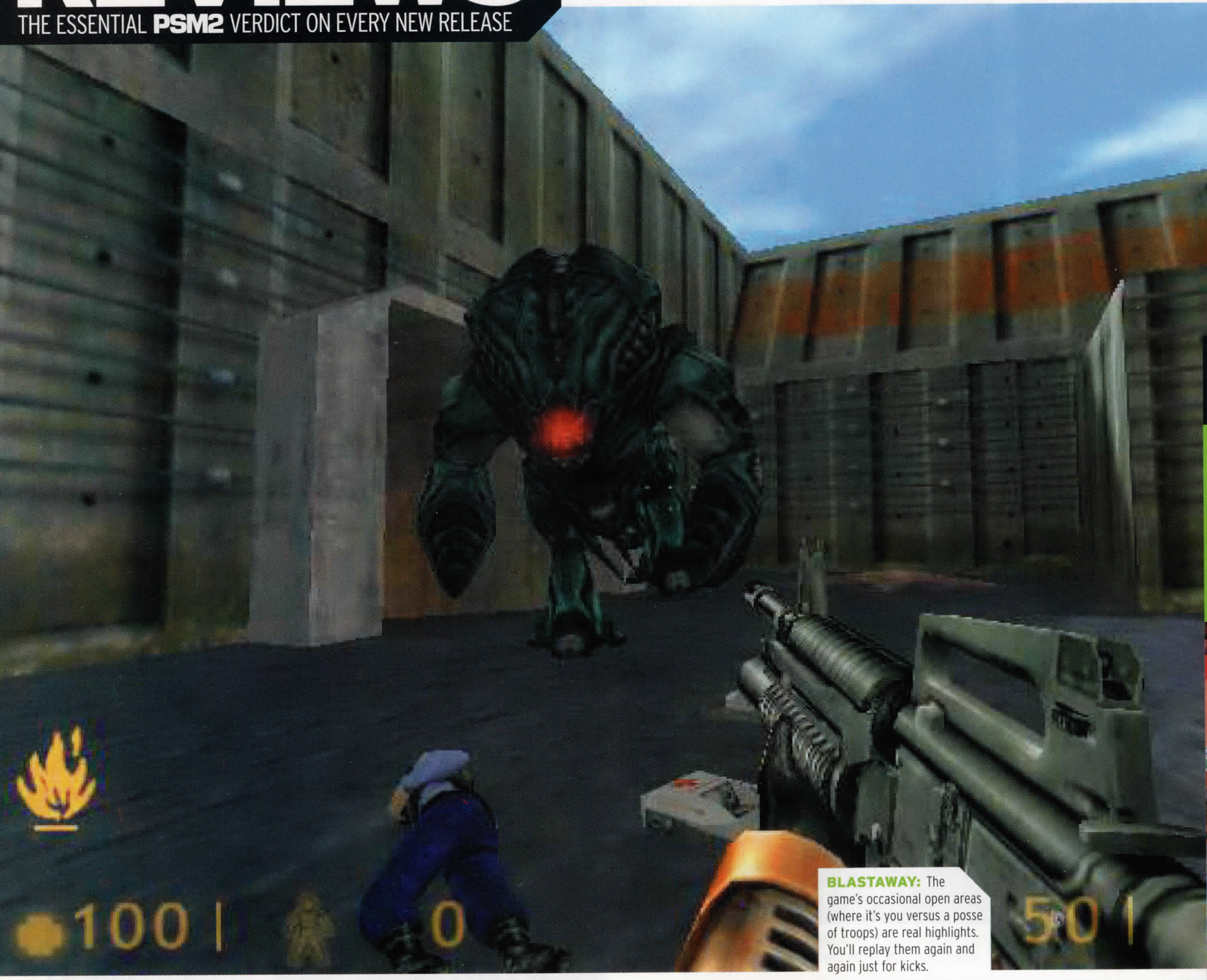
SPLIT AND POLISH: Two-player Deathmatches don't have the PC advantage of separate screens – you can spot each other easily.

BEFORE: Identify flesh from walls and place it at the end of your gun. Like so...

AFTER: Pull the trigger and reduce said flesh to offal. Notch up one point on the death winometer.



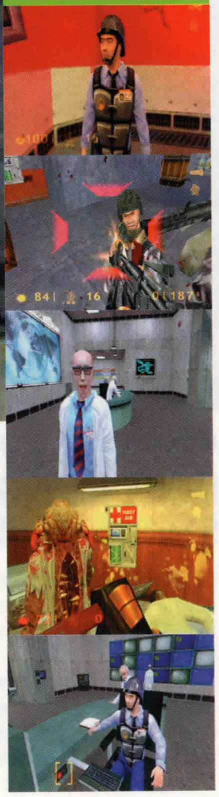
FOUR EYES ARE BETTER THAN TWO: Gordon Freeman (the star) is always a popular choice. With the ladies.



BLASTAWAY: The game's occasional open areas (where it's you versus a posse of troops) are real highlights. You'll replay them again and again just for kicks.

IMPACT POINT

All the characters and weapons have been remodelled, making the guns more shiny, the guards more groovy and scientists more sexy. Shame the makeover didn't extend to designing a few new faces and voices. It's as if Black Mesa is staffed by clones.



"FAIL TO SAVE A SECURITY GUARD BEING SNEAKED UP ON BY A DROOLING ALIEN AND HE WON'T BE ALIVE TO OPEN THE DOOR FOR YOU"

▸ annoying and can make shooting precise targets from a distance tricky, as the game's 'helpful' highlighter obscures the precise positioning of your gun sight.

But none of this diminishes the sheer pleasure of Half-Life's structure. It's a game of set pieces, never resorting to backtracking or the cop-out re-use of locations, but serving up a seemingly never-ending series of brilliantly planned rooms, chambers, tricks, traps and monsters. Not every switch has to be pulled and not every baddie shot. Fail to save a security guard being sneaked up on by a drooling alien and he won't be alive to open the door . Throw a switch and step through the closing door and you won't be able to return to use the power-ups on the other side.

LOOK AT THAT!

Perhaps best of all, keep an eye out for the many brilliant asides going on around you as you play. Look up and you'll see the base's personnel being chased on the walkway above. Peer through a window and witness a monster devouring a scientist. And who is the dark-suited man with a briefcase calmly wandering through the chaos?

So, *Half-Life*, the PC classic, is intact and firing on all cylinders on PS2. But what else do you get for your £40? Well, you get the two-player game. Two two-player games in fact. The first is your basic Deathmatch option – choose a character and a map taken from, or inspired by, areas from the full game and run around shooting each other. The second two-player option is even more exciting. Decay is a whole new series of adventures based around the original *Half-Life* story. They've done this sort of thing before with Opposing Force and more recently Blue Shift on PC. The idea is that while the main plot is going on you play the part of two other scientists similarly caught up in the Black Mesa disaster and similarly trying to get out alive. Does a new Deathmatch and a new co-operative adventure sound like it's worth £40? Maybe not. Let's not forget that the real star of the show – and a good 70 percent of the gameplay on offer here – is the original *Half-Life*, pretty much exactly as you remember it.

The good news is that for those of you who've never played the PC version, it's still as good as it was back then. It's a shame that games like *Red Faction* have half-inched many of its wickedly original touches, meaning that it may not appear to be the visceral mind-mess that it once was, but it's still a must-buy for any fan of first-person head-blasters. Buy it and find out just what all the fuss was about. **PSM2**

Annoy PC nuts from November 6th.

HALFER FOWLER: *Red Faction* might've let you blow away concrete, but it didn't let you batter things with a crowbar.

GORDON'S CHOICE

1 **HALF-LIFE**
Rather than looking creaky, it simply shows how far other FPS imitators have to go to beat it.

2 **RED FACTION**
Clearly someone's been playing *Half-Life*. It's good, but just not quite as great.

3 **QUAKE 3**
Frantic first-person shooting, but if you're after plot and discovery forget it.

PSM2 VERDICT

GAMEPLAY
+ It's the shooter that every other arm-bobber wants to be.
- Walk around, talk a bit and shoot stuff, ultimately.

GRAPHICS
+ Fast, smooth with lots of brilliantly sharp new characters.
- Some iffy blurry textures and occasional frame-rate glitches.

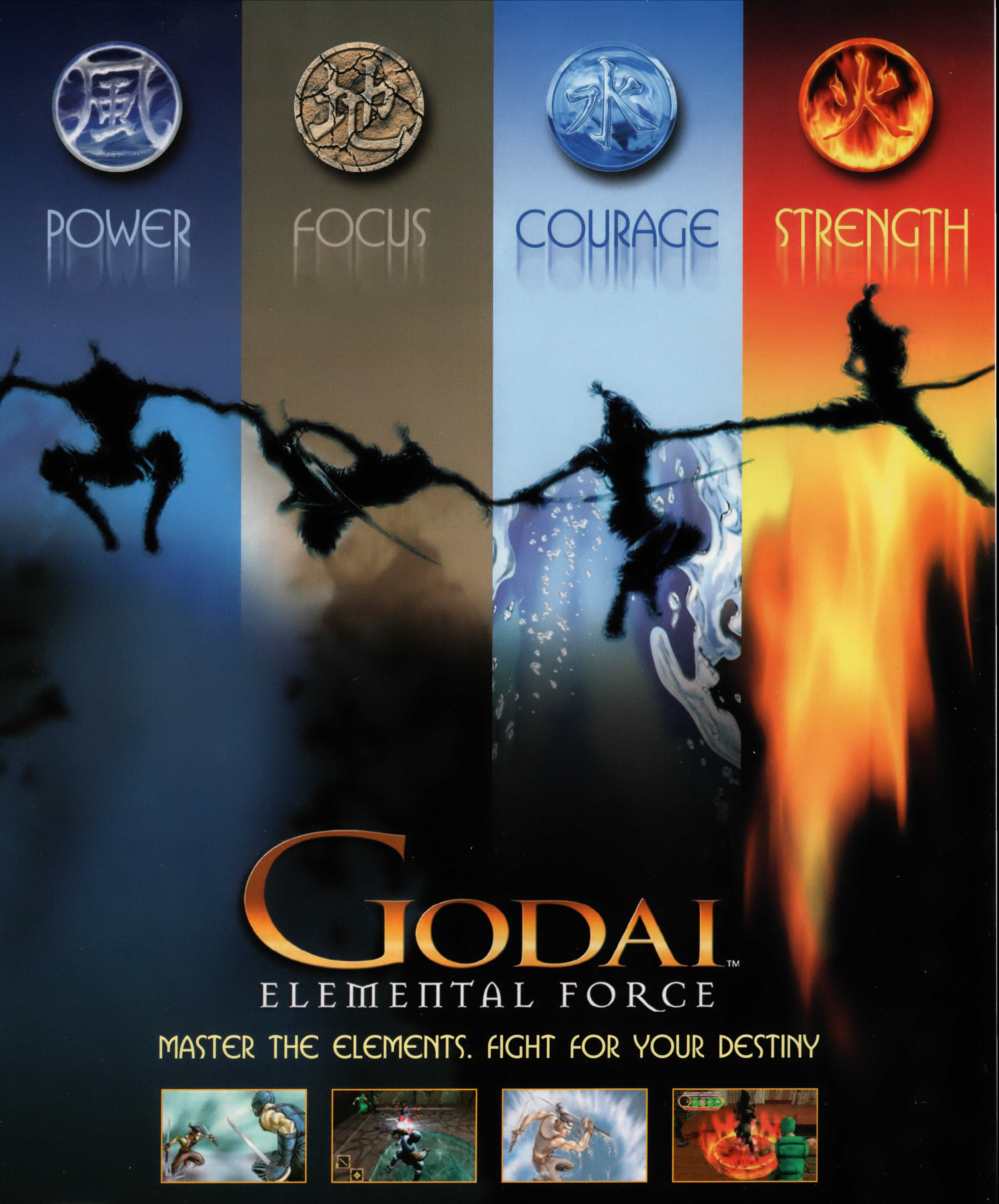
SOUND
+ Fantastic effects and atmospherics throughout.
- Crunchy low-rate voice samples.

LIFESPAN
+ Huge, with a brilliant surprise around every corner.
- Sounds obvious: once you've played through, you've played it.

OVERALL
You mustn't let this great game pass you by. But the new Decay adventure isn't enough to warrant a re-purchase by old pros.

90

NON-DEGRADABLE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PlayStation®2 3DO™

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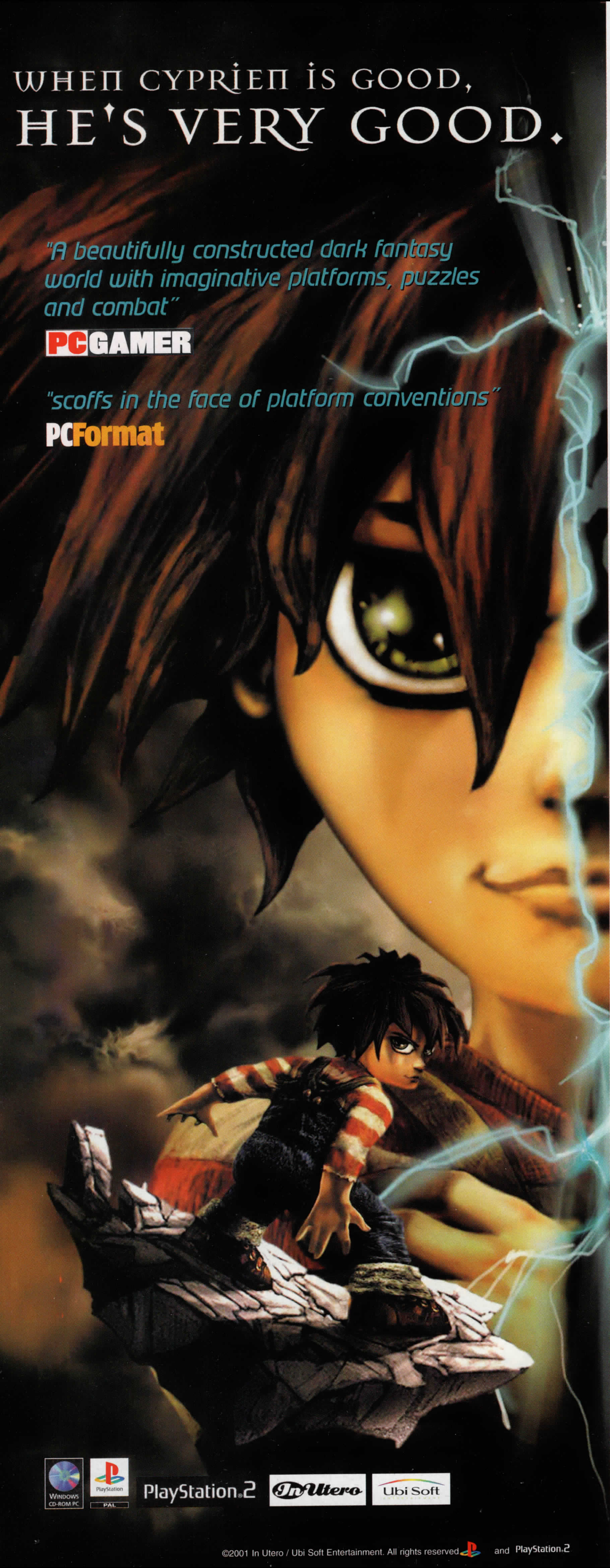
WHEN CYPRIEN IS GOOD,
HE'S VERY GOOD.
"A beautifully constructed dark fantasy world with imaginative platforms, puzzles and combat"
PC GAMER
"scoffs in the face of platform conventions"
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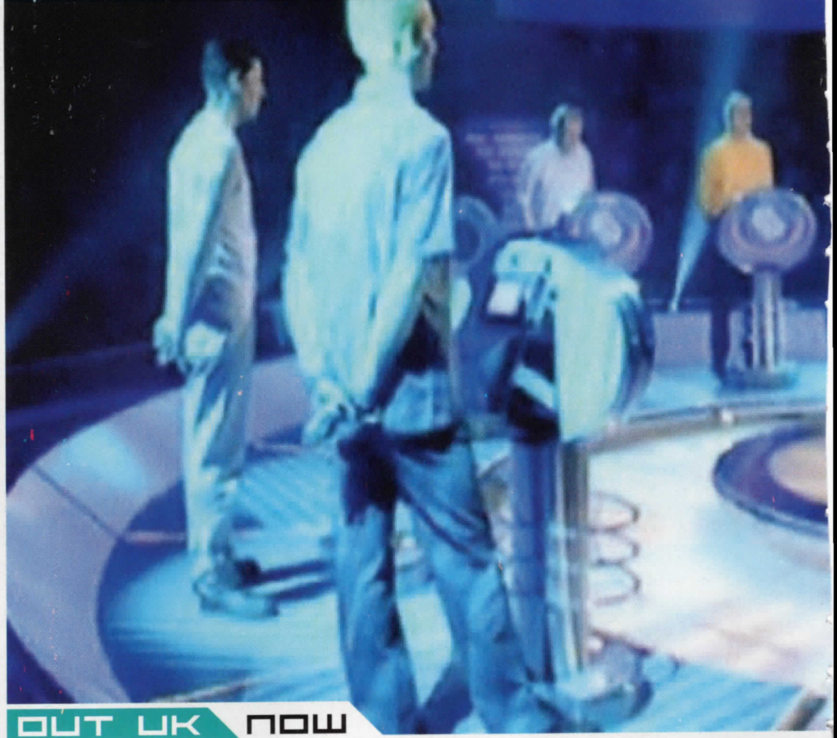
REVIEWS

THE ESSENTIAL **PSM2** VERDICT ON EVERY NEW RELEASE



OUT UK now

THE WEAKE

Filthy old Anne is determined to ruin your Christmas day, but will she actually end up making it instead? Mmmm, not quite…

REVIEWER: Will Groves

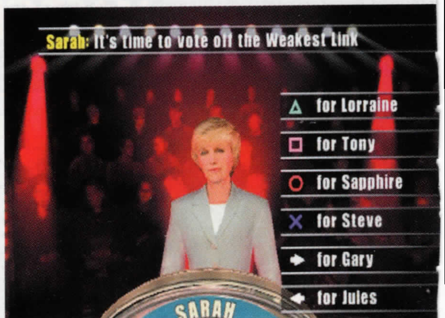
When The Weakest Link inexplicably wandered away from its daytime TV rest home, who could have predicted that it would come to this? Who could have warned you that, in all probability, your PS2 would be tied-up, come Xmas morning, not playing *SSX Tricky* or any other AAA action-fest, but hosting a vicious but lethargically paced family brain-off?

Anyone who saw the videogame interpretation of Who Wants To Be A Millionaire sweep all before it last year, for starters. A particularly shoddy multi-format cash-in, *WWTBAM* was a spectacular success despite the fact that; a) the show's format is completely unsuited to a videogame (no multi-player, no real life-lines, nothing at stake); and b) that the 'port' was scandalously half-hearted, featuring an empty studio model, some questions and very little else. The net result? Over a million copies sold, one huge pile of dough and, presumably, a place at the back of countless dusty cupboards.

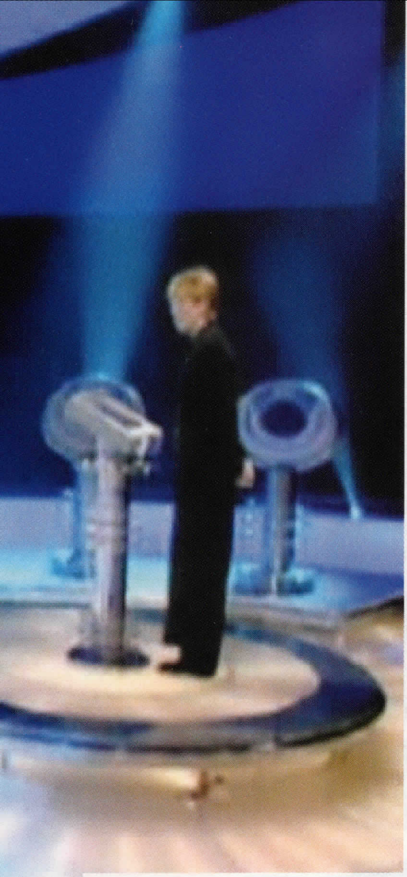
Thankfully, *The Weakest Link* is a slick, faithful interpretation of the show, with seamlessly interwoven intro-rambles, disembodied quiz-show announcer voice technology and a heavy Mrs Robinson presence in both FMV and even scarier texture-mapped form. Amazingly, it's almost impressive at times. Almost.

CASH FOR QUESTIONS

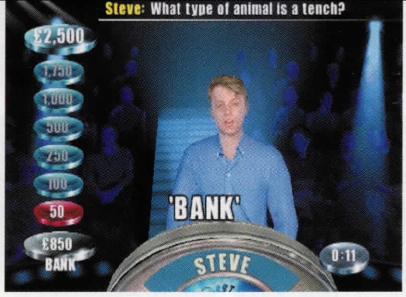
But *The Weakest Link* won't have a clear run at the cash this Christmas. Tarrant is back with a spruced up *Millionaire* which aims to correct many of the obvious shortcomings of its predecessor. Assuming that Tarrant and co match *The Weakest Link*'s impressive presentation, it's all down to format. If we're watching, it's *Millionaire* every time. But if we're being forced to play, we'll plump for *The Weakest Link*, thanks. Forget about either game as a single-player


Sarah: It's time to vote off the Weakest Link
△ for Lorraine
□ for Tony
○ for Sapphire
✕ for Steve
→ for Gary
← for Jules
SARAH

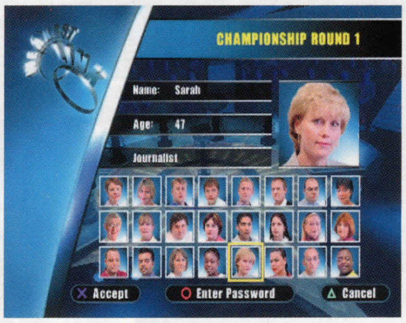
MASSIVE ELECTION: Had enough of Uncle Lenny messing up? Confer with the family and eject him.



BITCH BACK: You can't give as good as you get - Robinson always gets the final word.


Steve: What type of animal is a tench?
£2,500
1,750
1,000
500
250
100
50
£850
BANK
'BANK'
STEVE
0:11

BANK CHEQUE: You can switch an option on to bank anytime. Otherwise you have to be swift to save your cash.


CHAMPIONSHIP ROUND 1
Name: Sarah
Age: 47
Journalist
✕ Accept
○ Enter Password
△ Cancel

UM PEOPLE: These are actually people nabbed off the street and some of Activision's own staff.

ST LINK

experience – you might as well get yourself a quiz book – and you're left with the multi-player element. *Millionaire* doesn't have one worthy of the name, while *WL*'s team backstabbing format is a surprisingly tense experience – fun even, until your gran stitches you up in the first round.

FAMILY AFFAIR

The CPU characters try to exude at least a little personality, but their um-ing and ah-ing soon gets on your wick. Gary, the irritating student, making your plum duff sit a little too heavy? Get rid. Bumping off the CPU players soon becomes a chore, however, so it's best to round up the family and force them into the action.

As a piece of money-spinnin' demographic-spannin', fluff, it's hard to fault. It does what it does, and it does it well, but it's a long way down our list for Santa. **PSM2**

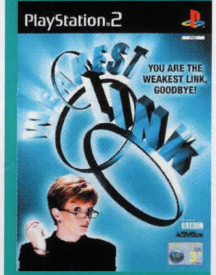
Feel the wrath of Robinson… now.

INSIGHT

- The BBC2 version of the show has nine contestants, no audience and 'scrawl-boards' for voting, while the BBC1 edition has seven players, an audience and podium-mounted monitors for voting. Posh.

INFO

CODE TESTED
PAL (UK)
DEVELOPER
Activision
PUBLISHER
Activision
GAME TYPE
Puzzle
PRICE
£39.99
ESSENTIALS
1-7 Players, Memory Card, DualShock 2


PlayStation.2
THE WEAKEST LINK
YOU ARE THE WEAKEST LINK, GOODBYE!
BBC
ACTIVISION

DETAILS

- 100,000 questions, though we haven't counted them all yet.
- CPU contestants have 'adaptive' AI which allows them to decide if you're the weakest link or, more likely, too much of a threat.
- Three difficulty levels.
- Rule-bending Bank Anytime option.
- Graphics engine licensed from Traveller's Tales.

MAGNUS MAGNUSSON'S CHOICE

1 **THE WEAKEST LINK**
The slickest interpretation of an over-rated daytime TV show to date. Roll on Going For Gold.

2 **WHO WANTS TO BE A MILLIONAIRE**
Unbelievably cynical and sloppy PSone cash-in.

3 **YOUR LOCAL PUB QUIZ**
All the interactivity, plus cash prizes, friends and booze.

PSM2 VERDICT

GAMEPLAY
+ Tense mob-handed competition.
- Don't bother playing it alone. There's no point.

GRAPHICS
+ Genuine next-gen sheen.
- FMV is unnecessarily long-winded.

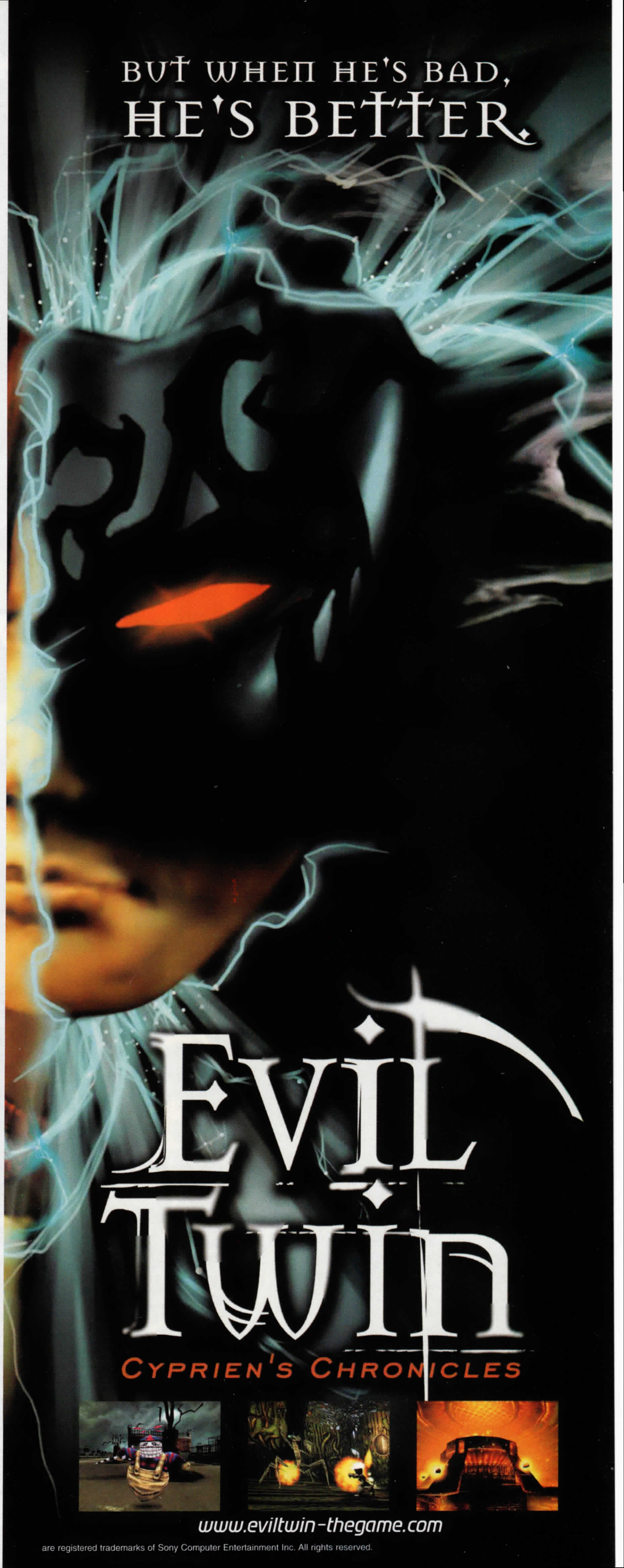
SOUND
+ Spot-on, from the disembodied announcer to the portentous synth stabs.
- Anne's jibes get a little repetitive.

LIFESPAN
+ Boasting 100,000 questions, it should take a while to learn the answers.
- Unlikely to entertain beyond New Year.

OVERALL
A pleasant surprise – a cash-in with pride that actually stinks of quality and does the job properly. It's just a shame that it's based on a ropey old quiz show.

60

GOODBYE


BUT WHEN HE'S BAD,
HE'S BETTER.
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PlayStation 2

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EA GAMES

Metro Goldwyn Mayer
TRADE MARK
MGM INTERACTIVE

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OUT UK NOVEMBER 30

THE SIMPSONS ROAD RAGE

It's *Crazy Taxi* around Springfield, but get ready to feel more Bart than Lisa. **REVIEWER:** Duncan Baizley

After *Simpsons Wrestling*, Matt Groening, the man behind the most famous over-bites in the world, decided to get a little more involved in projects that bore his creation's names. Just as well, really, because despite selling over 250,000 copies, *Wrestling* was as subtle as Nelson Muntz and looked like the Tracey Ullman original shorts.

The first thing you see as you load up *Road Rage* is Bart playing a videogame and Homer demanding he turns it off. It's a genuine Simpsons moment. S'far, s'good.

You start the game with all the family members unlocked – Bart's soap box racer he got from Martin Prince, Lisa's stolen electric car, Grampa in his Shiner's cart, Marge in the 'macho' Canyonero and Homer in the battered family motor. They're all convertibles, but who cares? This is *Crazy Taxi*, not *GTA3*. Apart from this small concession to practicality, you'll recognise the obvious details from the show – the peripheral characters like Gill and landscapes like the Springfield tyre fire. You can even take off the head of Jebediah Springfield's statue if you hit it.

The modes are all you'd expect – the time attack of Story mode, the gentler Sunday Drive and the Mission modes. There're ten missions involving different characters from the game, and believe us, by mission eight you'll be cursing the name Lisa Simpson. They're unsophisticated and you'll find them infuriatingly linear. Which is, we hate to say it, where *Road Rage* really disappoints. The handling is *Crazy Taxi*-lite and for all the large environments to unlock and explore, there's never quite enough to balance the repetitiveness of picking up/setting down recognisable characters. It's so unforgiving that you forget how much of a laugh it is to deliver Ned Flanders to the Kwik E Mart in Homer's guise of Mr Plough.

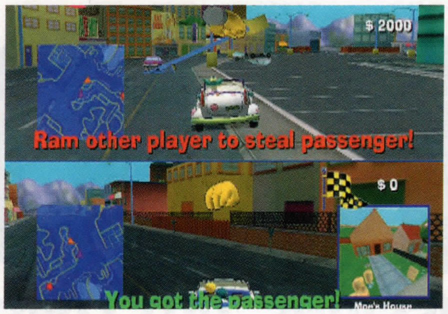
It's not a complete disaster – Simpsons fans will just love the ride – but it isn't the first Homer classic we'd hoped it would be. **PSM2**

Head down Main Street and pick The Simpsons Road Rage *up at the end of November.*

"YOU CAN EVEN TAKE OFF THE HEAD OF JEBEDIAH SPRINGFIELD'S STATUE IF YOU SMACK IT"

INSIGHT

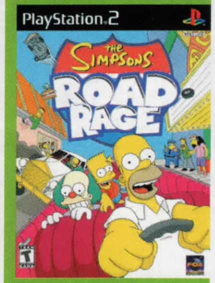
- **Bart's a huge fan of games like *Lenny the Looter* and *Granny's House*, but was less enthralled when he received *Lee Carvello's Putting Challenge* instead of *Bonestorm* for Christmas. Shame EA didn't think of putting these in as unlockable extras, eh?**



KRUST NO-ONE: It's a race to the passenger and then a chase to either drop 'em off or steal them from your opponent.

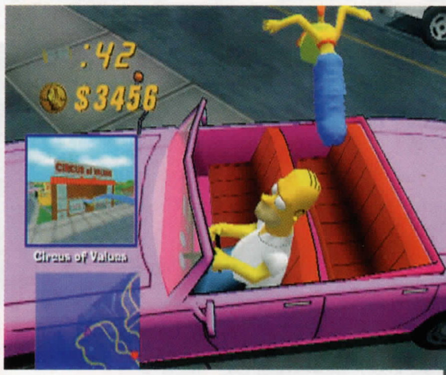
INFO

- **CODE TESTED**
  PAL (UK)
- **DEVELOPER**
  Radical Interactive
- **PUBLISHER**
  EA
- **GAME TYPE**
  Driving
- **PRICE**
  £39.99
- **ESSENTIALS**
  1-2 Players, Memory Card, DualShock 2

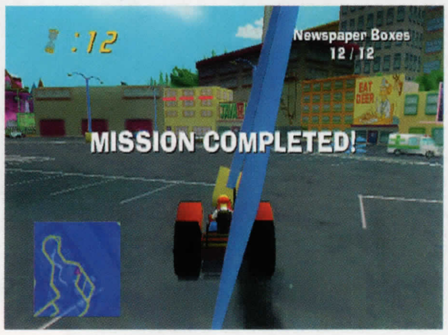


DETAILS

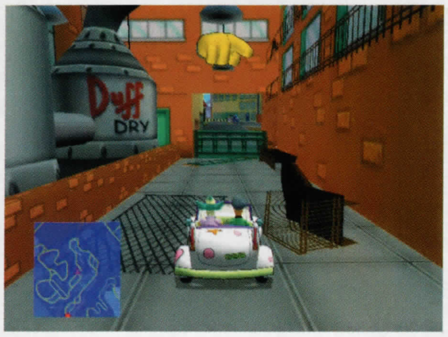
- **Over 25 Simpsons characters with original voice characterisations.**
- **One-player Story, Mission and Sunday Driving modes. Two-player Head-to-Head mode.**
- **Six areas of Springfield to drive like a loon round.**
- **17 characters – start with the Simpson family and unlock Apu, Chief Wiggum, Flanders, Mr Plough and loads more as you progress.**



'EAD-WARD AND MRS SIMPSON: Apart from a few exceptions, the characters look fantastic in glorious 3D.



STEAMING WILLY: There're ten related missions to complete with various characters. Here, Willy's destroying newspaper boxes.



SURLY TEMPLE: Krusty takes Apu through a short-cut, and through the home of the Seven Duffs - The Duff Brewery.

MR PLOUGH'S CHOICE

1 **CRAZY TAXI**
Even without some of the greatest comic creations ever Sega still have it - the handling's got more depth and variation.

2 **THE SIMPSONS ROAD RAGE**
Brilliant fun but a little repetitive after a while. Doesn't look as good as it could.

3 **SMUGGLER'S RUN**
Just swap Hans Moleman for some nicked cutlery and you're nearly there.

PSM2 VERDICT

GAMEPLAY
+ *Crazy Taxi* with a decent two-player…
- …and all the depth of a particularly shallow arcade game.

GRAPHICS
+ Great character animations, fantastic details and solid frame-rate.
- Horrible pop-up and some unforgivable collision glitches.

SOUND
+ Close your eyes and you could be watching the real thing…
- …except it's the same show, over and over again. Doh!

LIFESPAN
+ Lots to unlock and a solid two-player battle. Ace fun.
- Short Story mode and simplistic gameplay.

OVERALL
It's a no-brainer… but it's The Simpsons. Gives more than PSone's lamentable *Simpsons Wrestling*, but feels lightweight next to *Crazy Taxi*.

76

IT'LL DOH…

OUT UK NOVEMBER 28

WWF SMACKDOWN!

"FANS WILL LAMENT ITS OMISSIONS, BUT LOVE IT ALL THE SAME"

WWF SMACKDOWN! JUST BRING IT

"THE ROSTER'S UNDERGONE RUTHLESS STREAMLINING"

Smackdown!'s the series that redefined sweaty man-grappling as a test of skill. But can extra theatrics add drama to a game about hitting people with chairs? **REVIEWER:** Joel Snape

JUST BRING IT

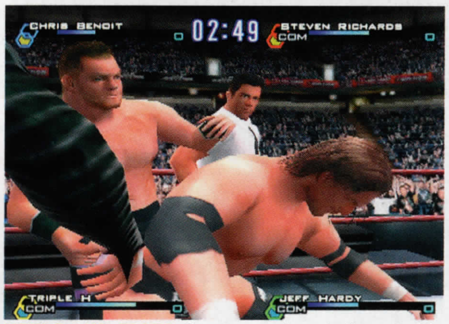
Wrestling's more popular now than it's ever been. Since the '80s, the WWF's Attitude revamp's brought a new generation of fans to the sport, abandoning waddling fatties in police uniforms in favour of steroid-sculpted bad-asses as good on the mic as in the ring. Purists, however, argue that the WWF have gone too far. That their three-minute matches, glib soundbites and drawn-out storylines are missing the point. That they're focusing on the fireworks instead of the core appeal of two large men hitting each other. Which, handily enough, is *exactly* how you're likely to feel about *Just Bring It*.

Perfect example: the ring entrances. Every one's been recreated in terrifying detail, from the Hardyz' exuberant bouncing to Triple H's two-minute long water-spurting madness. Instead of posing in limbo, the wrestlers strut down the entrance ramp and stand on the turnbuckles. To non-fans, the effect's superfluous pantomime. To wrestling addicts, it's the hors d'oeurve before a feast of low blows, chair shots and body slams.

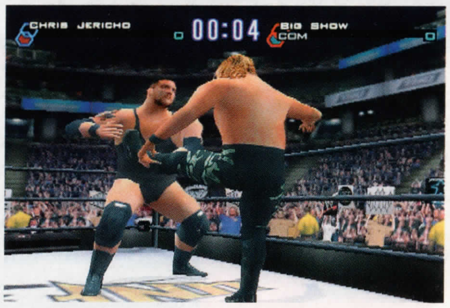
The commentary's a similar extravagance. Provided by the B-list team of Tazz and Michael Cole (no sign of Jim Ross, as in Acclaim's *Warzone*), it's purely a fan-placating move. The phrases quickly get repetitive, and there's far too much 'Nice move' when you *know* JR would be screaming "With God as my witness, he's been BROKEN IN HALF!" A few choice soundbites simply can't convey the drama of a real match.

"AS YOU'D EXPECT, EACH WRESTLER'S UNDERGONE FACIAL IMPROVEMENTS, BUT THE DETAIL'S CURIOUSLY DEPENDENT ON THEIR IMPORTANCE"

As you'd expect of a PS2 game, each wrestler's undergone facial improvements, but the detail's curiously dependent on their 'importance' – so while every whisker of Stone Cold's moustache has been lovingly rendered, Ivory looks like a partially melted Barbie doll – but the improvements are generally impressive. To make this possible, the roster's undergone ruthless streamlining. Cult favourites like Shane McMahon and Taka Michinoku have been culled to make way for 36 of the WWF's heaviest hitters. In a period of major upheaval in wrestling, *JBI*'s been betrayed by a lengthy development process – so Steven Richards still sports his RTC tie, and the injured Triple H is still part of an alliance with Steve Austin. Most glaringly of all, WCW and ECW favourites like Booker T and Rob Van Dam are absent, although the Invasion storyline's been running for months. One line on this is that EA and Acclaim own the rights to ▸



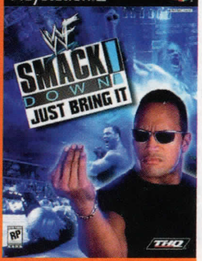
HEELS AND FACES: The camera angles make the most of the wrestlers' improved grimacing - 800 polygons a head, apparently.



COUNTER PAIN: Improved countering means that the Big Show could turn this kick into a suplex - or Jericho could hit the enziguri.

INFO

- **CODE TESTED**
  PAL (UK)
- **DEVELOPER**
  Yuke's
- **PUBLISHER**
  THQ
- **GAME TYPE**
  Beat-em-up
- **PRICE**
  £39.99
- **EXTRAS**
  1-4 Player, MultiTap 2
  DualShock 2,
  Memory Card

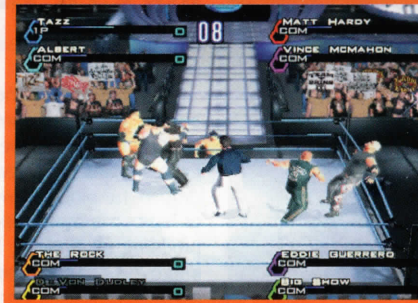


DETAILS

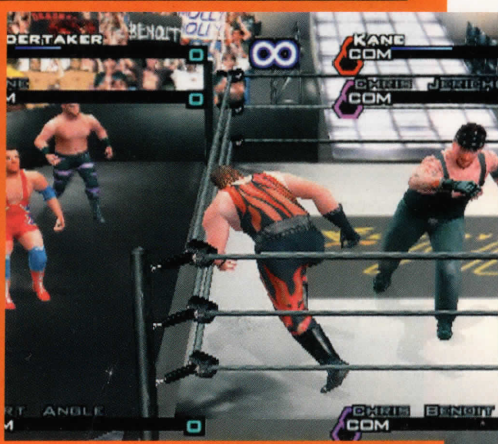
- 36 wrestlers.
- 78 combinations of match types – including the new Royal Rumble and Lumberjack.
- 52 secret cards to unlock in Story mode.
- Create a Taunt, Superstar or Stable.
- New commentary by Tazz and Michael Cole.

NINE ANGRY MEN

The most worthwhile addition to the action's undoubtedly the carnage that results from having nine men in the ring. For the first time, it's possible for the Hardys and Lita to fight in an inter-gender tag match, or have a proper Lumberjack match – that's when a posse of enforcers beat up anyone who strays out of the ring.



ROYAL WITH CHEESE: Wouldn't it be nice if your place was *randomised* in the Rumble for once?

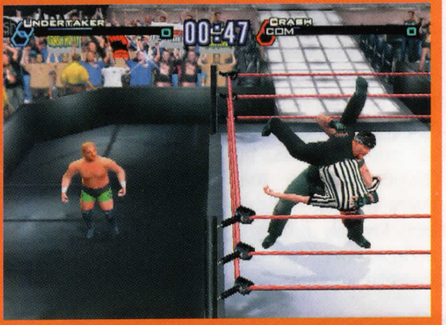


HE'S A LUMBERJACK: Note the predatory types lurking on the outside. Just waiting for someone's leg to get close enough...

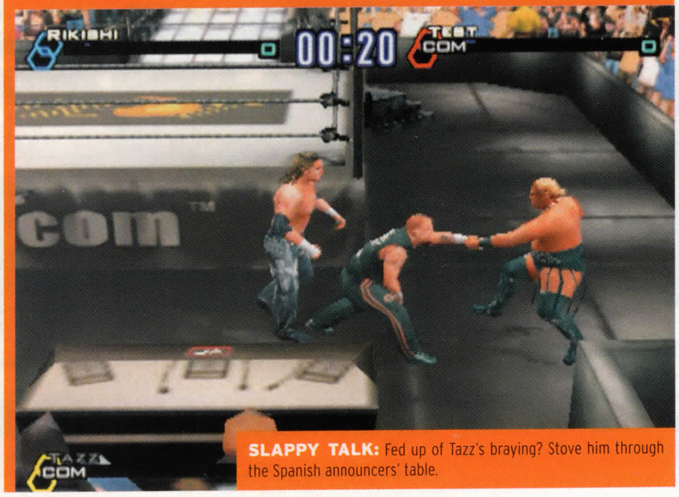
AWESOME TWO- SOME: Edge and Christian have gone their separate ways in real life - but they're on full strutting form in *Just Bring It.*

SURELY THAT'S A FOUL, REF...

Let's be honest for a moment. You don't really care that having senior referee Earl Hebner adds an extra sheen of realism, and you certainly don't care about Michael Cole's incisive commentary. You just want to see them getting pile-driven into the concrete – and who are we to argue?

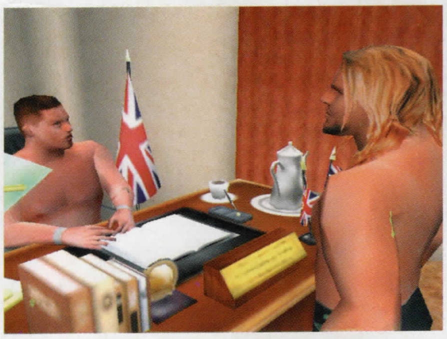


MOS' REF: Hit him once for a quick distraction - but overdo it and you'll be on the wrong end of a disqualification.



SLAPPY TALK: Fed up of Tazz's braying? Stove him through the Spanish announcers' table.

▸ the rival promotions – but since *all* the wrestlers are now under contract to the WWF, it's not a terribly convincing argument. The Create-A-Wrestler mode aspires to make up for this with a daunting array of options – THQ's press release screams 'Over 80 types of underwear!' as if it's something to be proud of – but at times, it seems almost *too* comprehensive. Three hundred hairstyles might sound like a lot, until you realise that most of them wouldn't be out of place at a Sigue Sigue Sputnik reunion. Thankfully, the taunts are equally comprehensive. Everything from Booker T's Spin-A-Roonie to Hulk Hogan's ear-wave thing is included – along with a few martial arts moves that don't even appear in normal wrestling.



COMMISSION IMPOSSIBLE: Blackpool lad William Regal pops up a lot in Story mode. His comedy swearing's absent, sadly.

"IT'S EVEN POSSIBLE FOR A MANAGER TO LEAP UP AND TWANG AN OPPONENT'S THROAT ACROSS THE ROPES IF HE STRAYS TO CLOSE TO THE RING APRON"

Changes to the actual grappling are subtle but effective. Each wrestler can now drop a running elbow or leg bomb by quickly prodding ⊡ and ⊗. The counter system's been improved, so well-timed taps of ⊡ will reverse an armlock or suplex attempt into, say, a Fireman's carry. Running Irish whips, hammerlocks and waistlocks feature heavily in setting up power moves – it's even possible for a manager to leap up and twang an opponent's throat across the ropes if he strays too close to the ring apron. In a pleasing touch, *Smackdown!* moves are now only possible in that split-second of vulnerability after you daze an opponent with a punch or counter – perfectly recreating the sudden momentum-shifts of a real match.

INSIGHT

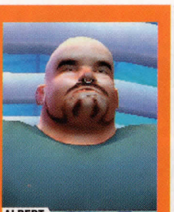
Kane's 'horribly scarred man in mask' gimmick might not be up to much, but it's better than his last one – insane dentist Isaac Yankem.

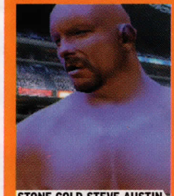
In another good move by Yuke's, every match also now boasts a ref. They can be 'distracted' – and they do a convincing job of trying to shove interfering tag-partners back – but it's far more satisfying to simply give them a clout,

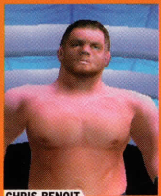
KNOW YOUR ROLL CALL

Get ready to be angry. Unless you're a slavish Rock devotee, someone dear to you's probably missing from *Just Bring It*. The roster's been reduced to 41, leaving the likes of Al Snow, Chyna, X-Pac and Sho 'Indeed' Funaki out of a motion-capturing job, while nobodies like Albert (his gimmick? He used to be named 'Prince' after the unpleasant body piercing) remain.

Most of the wrestlers are available right from the start, but some, like Shane and Stephanie McMahon, are unlocked as you progress through Story mode. Here, for your viewing pleasure, is every last one of them.


ALBERT


STONE COLD STEVE AUSTIN


CHRIS BENOIT

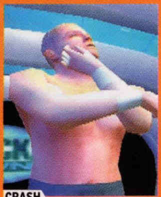
THE BIG SHOW

BILLY GUNN

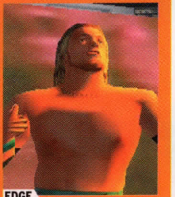
BRADSHAW

BUBBA RAY DUDLEY

CHRISTIAN

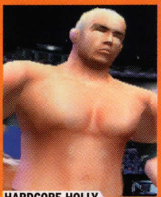

CRASH

EDDIE GUERRERO


EDGE

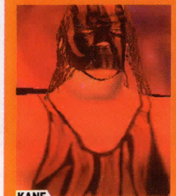
FAAROOQ

MICK FOLEY


HARDCORE HOLLY

IVORY

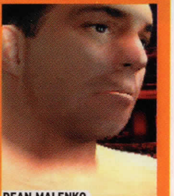
CHRIS JERICHO


KANE

KURT ANGLE

LITA

JERRY LYNN


DEAN MALENKO

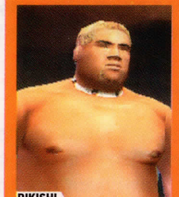
MATT HARDY

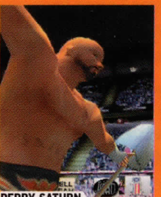
MOLLY HOLLY

RAVEN

WILLIAM REGAL

RHYNO


RIKISHI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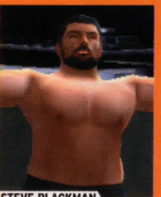
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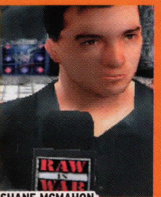
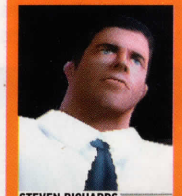

SHANE MCMAHON

SPIKE DUDLEY


STEVEN RICHARDS

STEPHANIE MCMAHON

TRISH STRATUS

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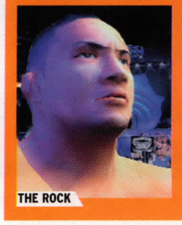
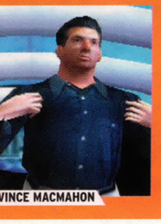
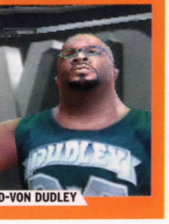
TAZZ

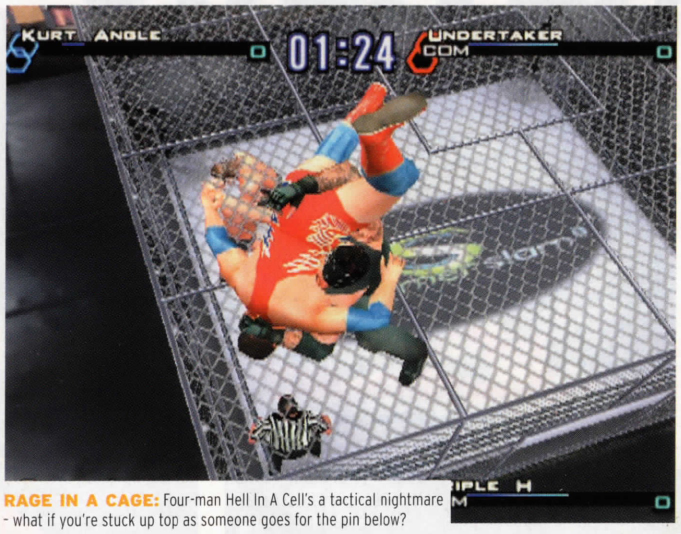

THE ROCK

TRIPLE H

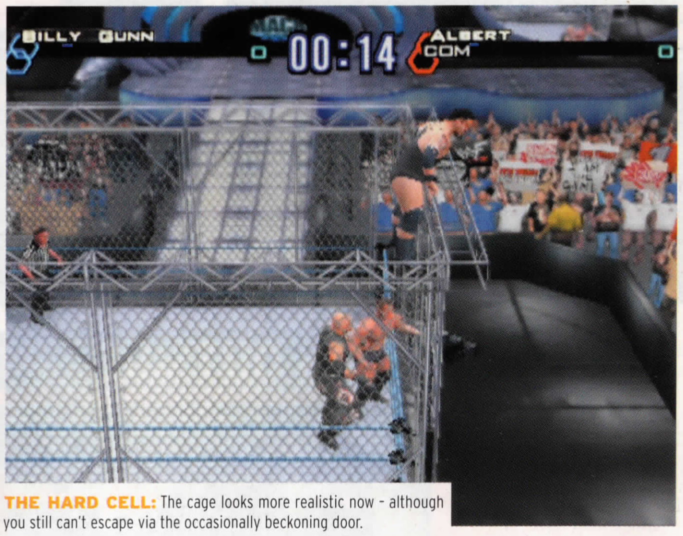
THE UNDERTAKER


VINCE MACMAHON


D-VON DUDLEY



RAGE IN A CAGE: Four-man Hell In A Cell's a tactical nightmare - what if you're stuck up top as someone goes for the pin below?



THE HARD CELL: The cage looks more realistic now - although you still can't escape via the occasionally beckoning door.

"ANY WWF FAN'LL SNORT IN DISDAIN WHEN CRASH HOLLY'S STILL STANDING AFTER SIX BRUTAL CHAIRSHOTS TO THE NOSE"

then slap your opponent about when they're outside of the ring.

In other areas, the realism starts to slip. As in previous *Smackdown!* titles, it's never possible to incapacitate an opponent for more than a couple of seconds. It keeps the action moving, but any WWF fan'll snort in disdain when Crash Holly's still standing after six brutal chairshots to the nose. The drama of slugging it out atop the Hell In A Cell's negated by the fact that wrestlers spring to their feet *immediately* after falling 20-feet to the concrete floor – where're the stretcher teams?

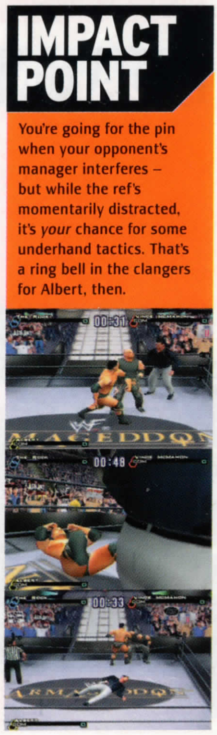
Because of this irritating resilience, it's almost impossible to win a Triple Threat or Fatal Fourway match properly, because the moment you go for a pin, your remaining opponents will – quite sensibly – stamp on your head. Conversely, it's still possible to win by KO – something that *never* happens in the WWF, and completely upsets the dynamic of a match. Tch.

LADDERS AND TIGHTS

Table and ladder matches are equally disappointing. In a high-flying classic, invention is key – witness Jeff Hardy somersaulting onto a ladder propped against the ropes to twang it into someone's face. There's none of that in *Just Bring It*. The scenic interaction's unchanged from *Know Your Role*, so there's no drop toe-hold onto a chair, no ladder-hopping and – most gallingly – *still* no 3D through-a-table. Casket matches have

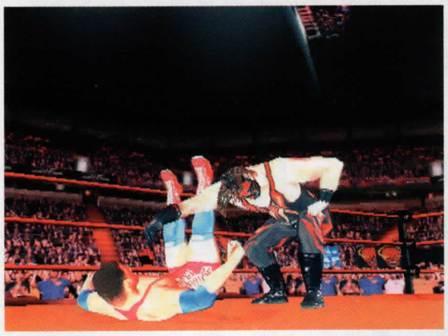
IMPACT POINT

You're going for the pin when your opponent's manager interferes – but while the ref's momentarily distracted, it's *your* chance for some underhand tactics. That's a ring bell in the clangers for Albert, then.

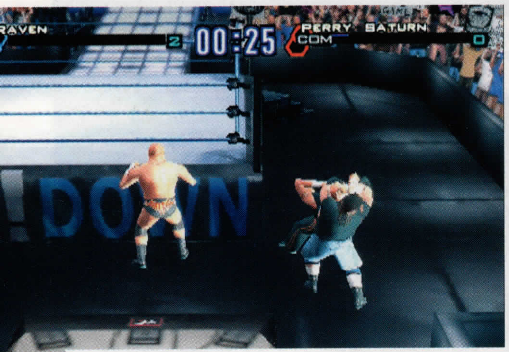


REVIEWS

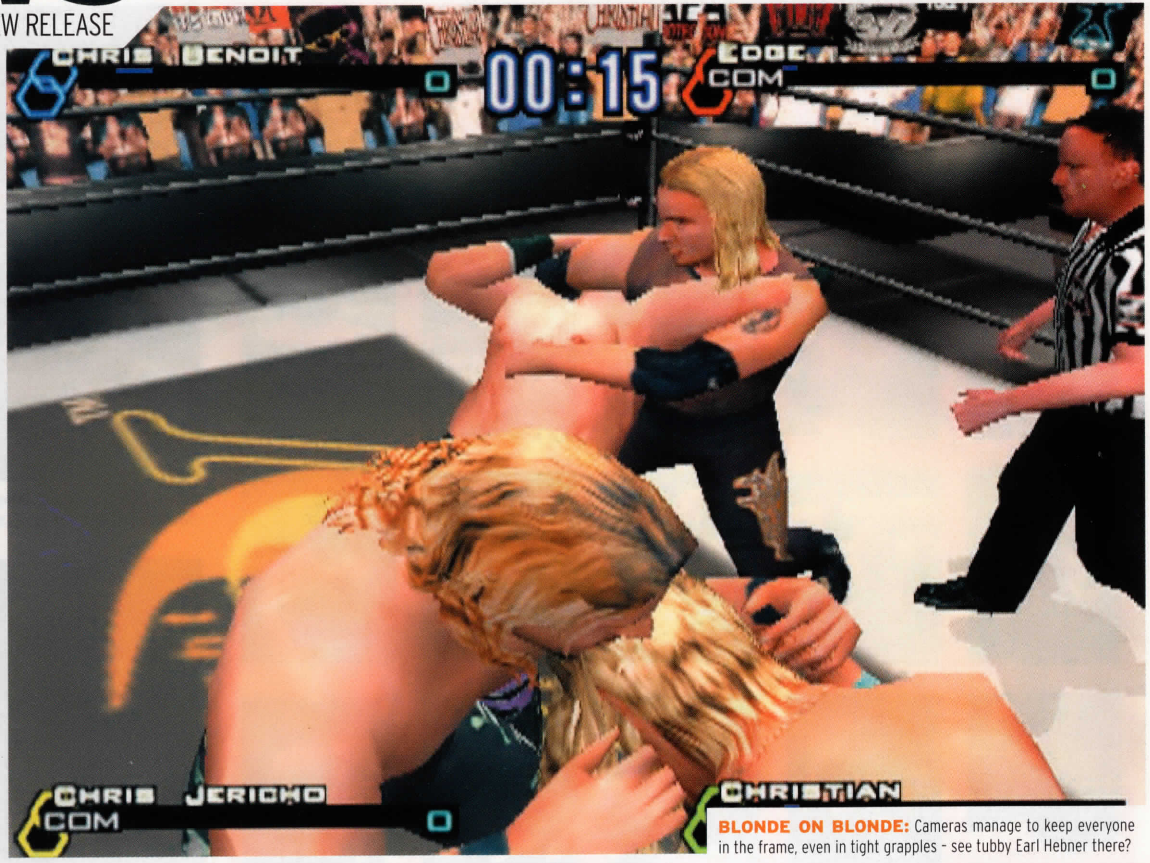
THE ESSENTIAL **PSM2** VERDICT ON EVERY NEW RELEASE



CHOKING APART: Kane slams the Olympic hero to the mat in one of Story mode's entertaining cut-scenes.



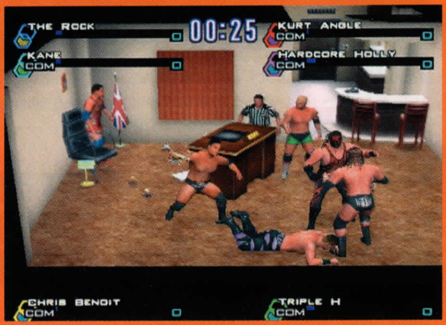
JEEPERS, SLEEPERS: In a Falls Count Anywhere match, it's always a good idea to take out your opponent's manager *first.*



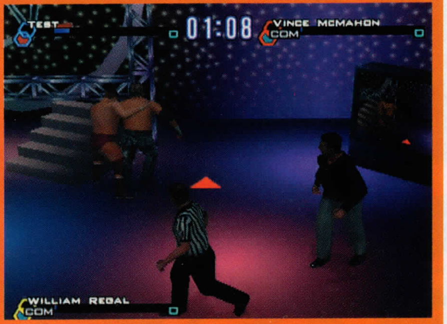
BLONDE ON BLONDE: Cameras manage to keep everyone in the frame, even in tight grapples - see tubby Earl Hebner there?

LET'S TAKE THIS OUTSIDE

As well as the traditional car parks and boiler rooms, *JBI's* added several new environments to brawl across. Our favourites? Causing havoc in Commissioner Regal's office and fighting across the stage at WWF New York. Watch out for the hapless members of the paying public, though.



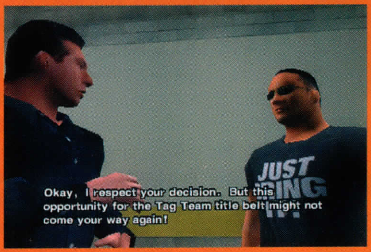
LITTLE BRITAIN: When the action strays to Regal's office, even a simple Filofax™ becomes a lethal bludgeoning instrument.



THE BIG GRAPPLE: Take it to the stage in WWF New York. Crunch foes into the steps - or just hurl them into the crowd.

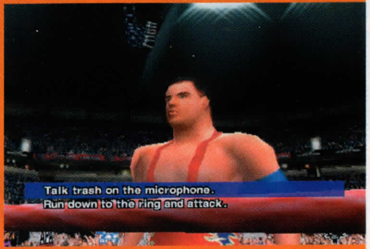
A DAY IN THE LIFE

Keeping the structure of a show like Smackdown! or Raw Is War, each 'broadcast' in *JBI* lets you wander round the building, cut promos and chat to the other wrestlers. After a show full of match interference and taunting, you'll star in the climatic match. Here's a typical example, courtesy of the most gleefully abusive wrestler in history.



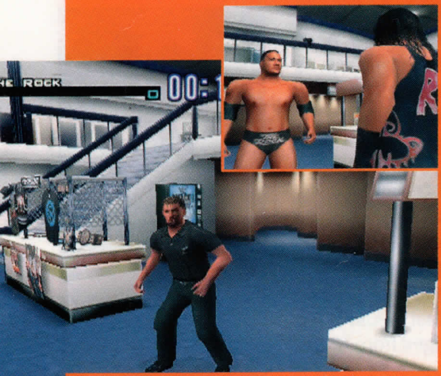
Okay, I respect your decision. But this opportunity for the Tag Team title belt might not come your way again!

MCMAHON WITH A PLAN: Vince offers you a title shot, and you tell him to stick it up his 'candy ass'. But why?

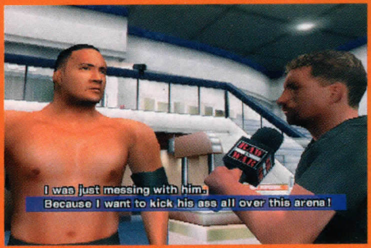


Talk trash on the microphone.
Run down to the ring and attack.

RIGHT, ANGLE: Ah... because you've decided to disrupt Kurt Angle's speech instead.

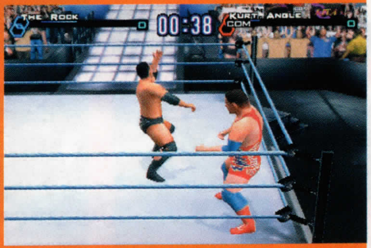


BACKSTAGE PASS: Time for a quick stroll... watch out for the roaming Hardcore champ.



I was just messing with him.
Because I want to kick his ass all over this arena!

ROCK 'N' COLE: Chat to Michael about what you're going to do to Kurt Angle's 'candy ass'.



LIMPING HERO: And eventually, the golden boy gets incensed enough to fight you.

INSIGHT

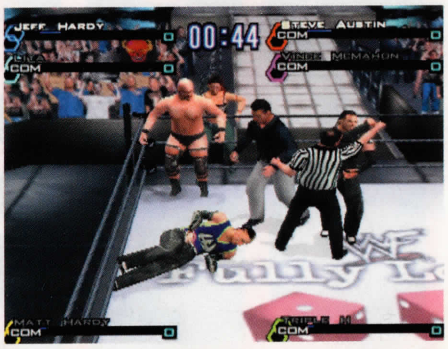
The Rock didn't take up wrestling until he was 22 – when he debuted under the name Flex Kavana. His cousin, Rikishi, used to be the equally naff Sultan.

▸been ditched – presumably because no-one bothers with them any more – and there's still no sign of First Blood or Strap matches. The only real additions to the match roster simply adapt existing rules – Street Fights (another sort of Hardcore match), Last Man Standing (win by KO) and 3 Levels Of Hell (um, best of three) are for completists only.

Other omissions simply have the faint whiff of approaching deadlines and pre-Christmas desperation about them. The option to fight in the crowd's little more than a gimmick, with no tactical advantages, weapons or new moves to discover when you're out there amid the sea of humanity. With nine men in the ring, why's there no Survivor Series four-man tag action? Why only four human players? And why in the blue *hell* isn't there a six-man TLC option?

OCTET OFFENSIVE

It's a shame more advantage isn't taken of the potential for absolute carnage inherent in having eight men hit each other. It'd have been nice to see whole stables of wrestlers charging to interfere with matches and a swathe of referees trying to break them up. Other promised



BROTHER, WHERE ART THOU? Notice how Matt Hardy's distracting the ref? Not wise, considering the position of his sibling Jeff.

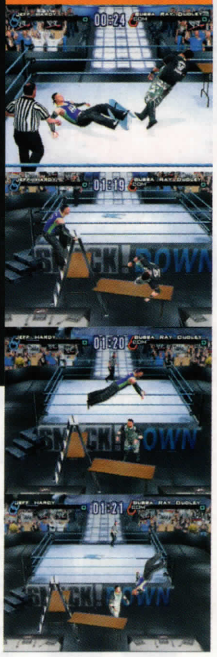
WWF SMACKDOWN! JUST BRING IT

"HUGE, FREE ROAMING BRAWLS"

NIGHT OF THE HUNTER: Triple H - injured at the moment, all-conquering in the game. Is he yawning, or bellowing like a scalded ox?

IMPACT POINT

There's nothing like recreating classic high-spots – or making up your own. Bubba Ray prone on a table? Jeff Hardy atop a ladder? This, clearly, is going to hurt...



"THE ONE AREA WHERE JUST BRING IT DOES DELIVER EVERYTHING IT PROMISED IS BACKSTAGE - BOTH IN VIOLENCE AND STORYLINES"

alterations simply haven't materialised – there's no opportunity to attack a wrestler as he makes his entrance or prances about in post-match euphoria.

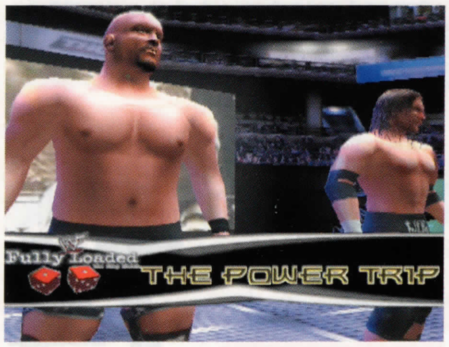
VEST SIDE STORY

The one area where *Just Bring It* does deliver everything it promised is backstage – both in violence and storylines. The horribly intrusive loading times of *Know Your Role* are a thing of the past, so there's nothing to break up huge, free-roaming brawls. If *Know Your Role*'s Story mode was a Choose Your Own Adventure book, *Just Bring It*'s is an episode of Knightmare – marginally less linear, with a pleasant 3D interface. Over the course of a typical 'show' you'll be confronted with a series of decisions based on who you meet – do you ask for a tag title shot, or start a feud with a rival for the WWF Championship?

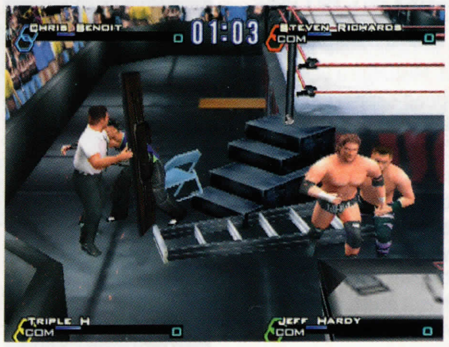
Bizarrely, you can stroll around the backstage area in first-person perspective, recruiting potential allies and goading others – although your options are still fairly limited. Winning matches in this mode unlocks new costumes and moves, though, and the set-pieces'll be familiar to anyone who's been watching wrestling for long enough. The atmosphere's heavily reminiscent of Raw Is War or Pay Per Views, with locker-room confrontations leading to a climax made all the more satisfying by the snarling build-up. All in all, there's a tremendous sense of being *part* of something, rather than just fighting people for a laugh.

Which brings us back to where we started. *Smackdown!*, like the WWF itself, relies heavily on manufactured atmosphere to disguise its minor failings. Fans will lament its omissions, but love it all the same. Everyone else might mock the men-in-pants aspect, but they'll be forced to grudgingly admit that *Just Bring It* has its merits as a scrapper, and they'll be hard-pressed to keep a stony face in the merry chaos of a four-way ruck. There's a lot to be said for leaping off a ladder onto someone's face, but it's only truly joyous if you actually care about the people involved. **PSM2**

The Smackdown! tips deluge starts next issue – Just Be Here.



AUSTIN AGGRO: Stone Cold and Triple H are still allies - a storyline that's a good six months out of date. For the love of God...



KANE AND TABLE: The four-player TLC's pleasant enough, but can't capture the magic of a Hardyz/Dudleys/E+C face-off.

SHIRLEY CRABTREE'S CHOICE

1 **WWF SMACKDOWN! JUST BRING IT**
Certainly the best wrestling game ever - but how much of an accolade *is* that?

2 **ALL-STAR PRO WRESTLING**
Worse than having your head trapped in a fat man's armpit. Even though this Japanese oddity didn't appear in this country its sequel's on the way.

PSM2 VERDICT

GAMEPLAY

+ The best wrestler around's become even more involved.
- But it still feels a bit imprecise compared to other scrappers.

GRAPHICS

+ Added detail and tiny animations ramp up the atmosphere.
- Odd, Vaseline-smeared look when the camera zooms out.

SOUND

+ Solid thumps and crashes – the commentary's a brave effort.
- A few wrestler soundbites might have helped.

LIFESPAN

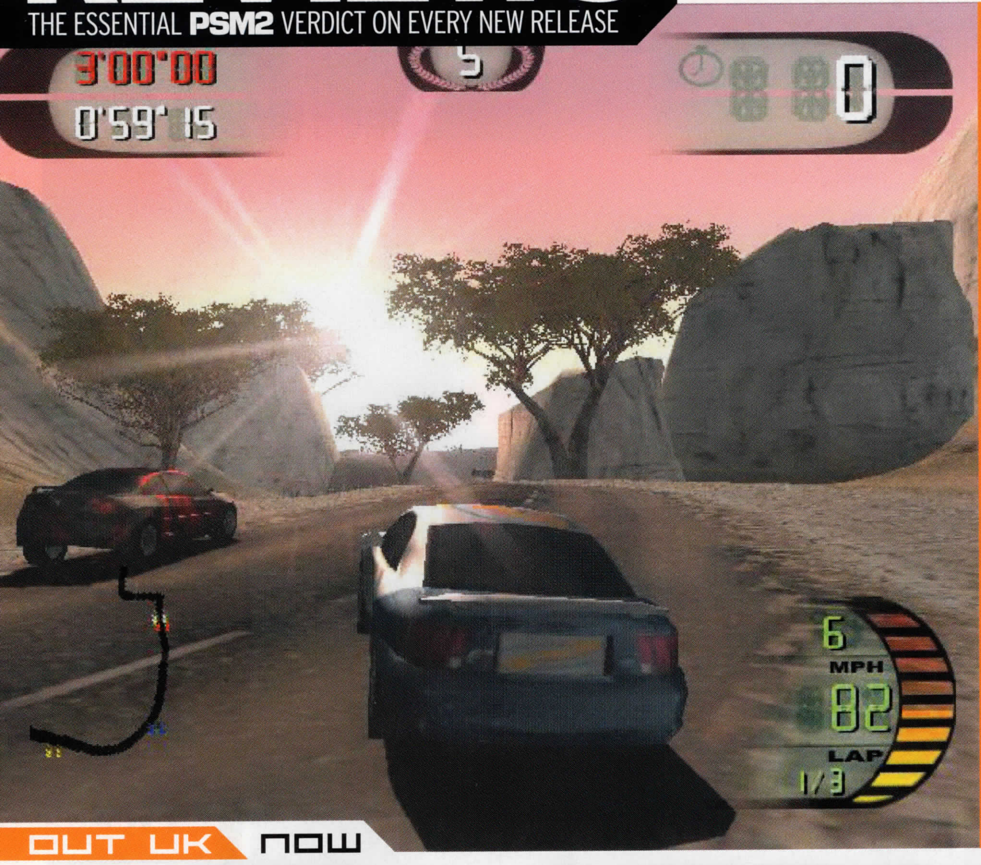
+ Endless permutations of matches and created wrestlers.
- Story mode's still not involving enough.

OVERALL

Not so much a sequel as a next-gen tweaking of *Know Your Role* – essential for grappling fans, and worthwhile for everyone else.

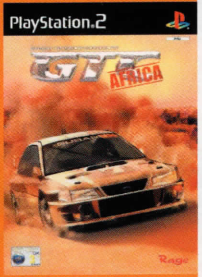
80

WELL-OILED



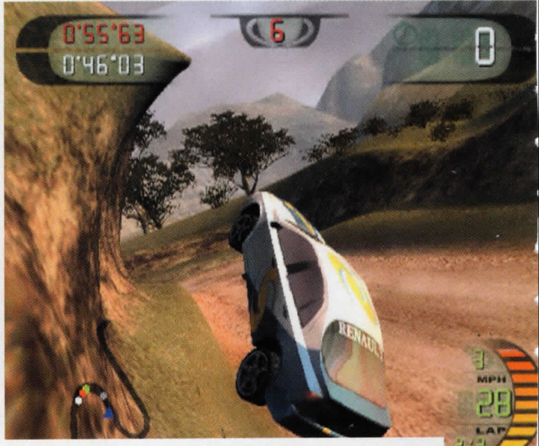
INFO

- **CODE TESTED**
  PAL
- **DEVELOPER**
  Rage
- **PUBLISHER**
  Rage
- **GAME TYPE**
  Driving Sim
- **PRICE**
  £39.99
- **ESSENTIALS**
  1-2 Players, Memory Card, DualShock 2.

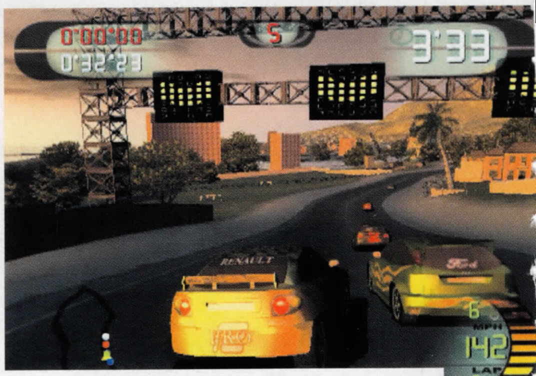


DETAILS

- 19 circuits set across Africa.
- 12 licensed cars, including models from Ford, Mitsubishi, Pontiac and Subaru.
- 15 Challenge tracks.



JUMP START: The cars feel solid enough on the flat - but hit a slight incline, and you'll be airborne faster than a startled goose.



PACK ATTACK: The catchup AI means the pack stays fairly close together - not much jostling between them, mind.

OUT UK NOW

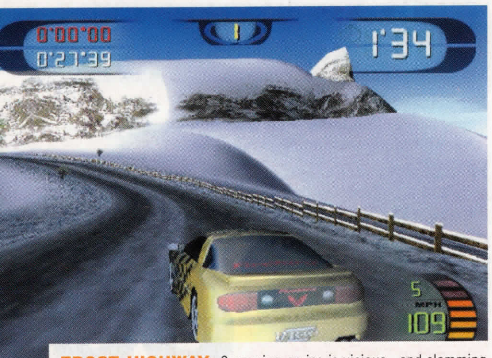
GTC: AFRICA

What better way to see the sweeping majesty of Africa than crashing into it at 200kph?

REVIEWER: Joel Snape

Winter's rubbish. Aside from the fun of knocking back flu capsules, there's little to recommend the cold season. Except, of course, that you can bolt yourself in your room, crank up the thermostat and pretend you're somewhere warm through the magic of PS2. *Global Touring Challenge: Africa*'s the first in a projected series of games – in future, expect the global tour to take in Europe and America, but it's no surprise that it kicks off here.

See, Africa's a wonderfully diverse continent, and *GTC*'s designers have taken full advantage of that fact. Each course *feels* unique – the open flats of Ethiopia are complemented by winding downhill runs alongside Kilimanjaro.



FROST HIGHWAY: Cornering on ice is vicious - and slamming into the fence murders your speed.

From treacherously icy mountain runs to dust-clogged ruins and dense jungles, it's difficult to imagine more inspiring scenery. Light cascades through the trees, reflections glint off the cars, mud flies, dust billows and waterfalls refract light into lovely miniature rainbows. It's a feast for the eyes of Mr Creosote proportions – so overwhelming you'll want to coast along in crapulent voyeurism, rather than concentrating on the road ahead. Which is a mistake.

AFRICA SHOCKS

There's little grace to the handling – powersliding's no more complex than simply yanking the wheel at the right moment, with any bends sharper than 90° managed via a quick handbrake turn. The only thing is, after a few insultingly easy Championship races – or as soon as you venture into Challenge mode – *GTC* suddenly becomes very, very hard.

Push the inside line too much, and you'll slam into one of the curiously impenetrable roadside bushes, stopping you dead. Misjudge a verge, and you'll slide out onto a speed-sapping patch of mud. Make a mistake, blink, respond to a loved one's greeting or twitch involuntarily, and your race might as well be over.

Worse yet, get within exhaust-sniffing distance of your rivals, and you're suddenly engulfed in clouds of dust. It's certainly realistic, but combined with three viewpoints that never show you *quite* enough of the road – which isn't much more than a line in the dirt that's greyer than the rest of the screen – the later courses becomes a test of sightless memory and nerve that'd distress a Jedi.

INSIGHT

- Pontiac fans'll be intrigued to hear that *GTC*'s 'Vibe' is a real, yet-to-be-released sports wagon.

Whether you can put up with this is purely down to your boredom/annoyance threshold – wrenching your coupé round the corners *is* fun, and there's a grim satisfaction to be had in victory. But easily-frustrated types'll end up bouncing their DualShocks off the carpet a few times.

The Challenge circuits are especially tortuous – a typical one might involve chasing another car round an oval track, requiring a *perfect* powerslide every time to gain ground. Still, you can always challenge a mate to compete when you unlock them, at which point you notice the Mr Miyagi-like effect they've had on your racing abilities – suddenly you'll be inexplicably good, without having any clear idea why.

Released as a mid-price game, the seductive scenery and immediacy of *GTC*'s gameplay might be enough to make it a worthwhile buy. It's reasonably engaging, hugely demanding and worth a few hours of anyone's time – but for 40 quid, you'd expect something better. **PSM2**

GTC should be motoring towards shops as you read this.

BAMBAATA'S CHOICE

1. **GRAN TURISMO 3**
   Obvious, yep, but still the clear leader of the pack when it comes to cutting up gravel and causing dusty chaos.
2. **GTC: AFRICA**
   Vaguely unsatisfying structure mars an otherwise pleasant drive.
3. **PARIS-DAKAR RALLY**
   More dusty roads than you can shake a bedouin at, but this is an average drive.

PSM2 VERDICT

GAMEPLAY
+ Powersliding through the pack's always a joy.
- Outrageously hard challenges *and* unforgiving physics? Ooch.

GRAPHICS
+ Almost off-puttingly attractive scenery.
- The cars occasionally look a bit floaty-light.

SOUND
+ Gutsy engine noises.
- The music's as bland as Katy Hill.

LIFESPAN
+ Three championships and 15 challenges? It'll keep you going…
- … if you've got the patience of a Taoist monk.

OVERALL
Lovely looking, but the gap between UK and Japanese development time's evident – it just can't compete with *GT3*.

SUNDAY DRIVE

74

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DESIGN IT» BUILD

SUPERCAR

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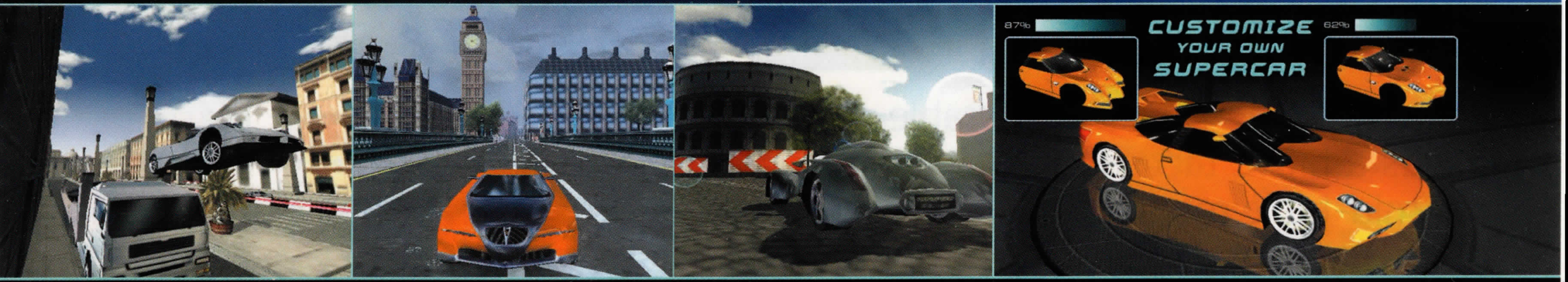
- »--- **Race the streets** in **23 interactive courses**, all with **alternate routes** and **shortcuts**, in **7 cities**, from London to Los Angeles and Rome.



- »--- **Build your own dream machine** with the **Steve Saleen™ Styling Studio,** choosing the **features** and **morphing the style** for **maximum performance.**

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FABIEN GROOVY
Bald? Yep. Goaty? Gotcha. It must be Barthez, but something's not right...

OUT UK NOVEMBER 09

FIFA 2002

Videogaming's most predictable franchise makes a brave tactical change – and lapses into mid-table mediocrity.

REVIEWER: Daniel Dawkins

Think *FIFA*. Think graphics. Think realistic players. Think comedy touches and shallow gameplay. Think all the things that make EA's franchise the most popular, critically debated football game in history... and forget the bleedin' lot. *FIFA* has changed. It's grittier. It's deeper. It's less visually striking... and it's not such a good game. By attempting to tread on *Pro Evolution Soccer*'s hallowed turf, EA's cash cow has forgotten everything that made it so popular.

Like Custar's last stand and Kevin Keegan's Newcastle, *FIFA 2002* is brave but tragically ill-advised. Sick of critical maulings, EA have taken the studs off *FIFA*'s rusty old gameplay and created a more robust passing model to compete with the rigours of the modern game. While the new system is undeniably flexible, the results are far less intuitive. As the ball pings past your players' feet for the umpteenth time, you'll shamefully yearn for the automated passing of old.

The ball movement is completely open-ended. Players define the power and direction of every pass – negating the need for a through ball button. While – technically – more accurate than the semi-automated systems of other footy games, there're times when you *can't* give the easy ball. For every 40-yard defence-splitting pass, there's a misplaced tap from two-yards. You need to line up every ball with measured precision, crippling the flow of play.

The system *can* feel delightful. You'll jink past your man with a silky step-over, apply a deft curling

"FOR EVERY 40-YARD DEFENCE-SPLITTING PASS, THERE'S A MISPLACED TAP FROM TWO-YARDS"

Corners won
Deportivo La Coruna 0
1 Manchester United

INFO

- **CODE TESTED**
  PAL (UK)
- **DEVELOPER**
  EA Canada
- **PUBLISHER**
  EA
- **GAME TYPE**
  Football
- **PRICE**
  £44.99
- **ESSENTIALS**
  1-8 Player, DualShock 2, Memory Card, MultiTap 2

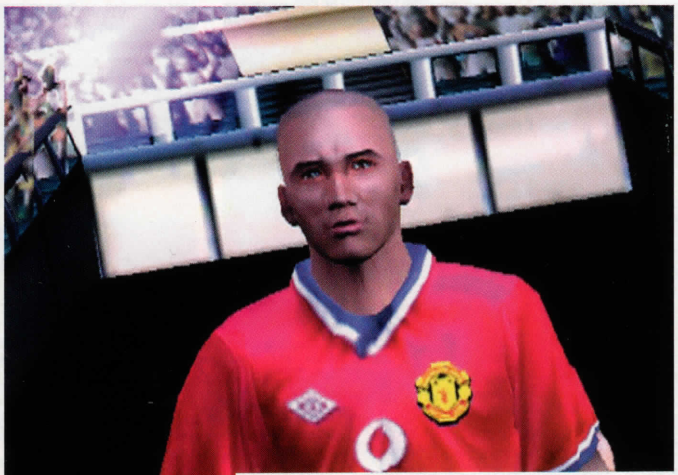
PlayStation 2
EA SPORTS
FIFA
FOOTBALL
2002
FIFA

DETAILS

- Music from Gorillaz and Ministry of Sound, plus commentary from John Motson and Andy Gray.
- 16 national leagues, plus Champion's League, World Cup Qualification mode and over 10 hidden tournaments.
- Over 500 leading Worldwide International and club teams.
- FIFPro licensed players.
- Creation centre allows full team/player edit.

IMPACT POINT

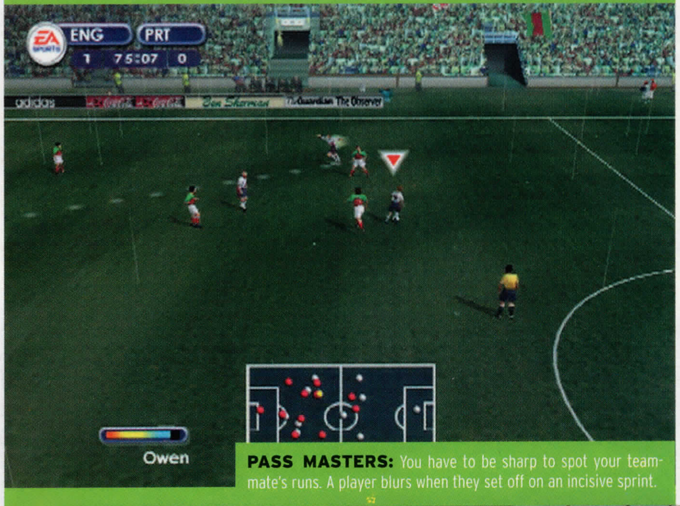
Holding the ball in midfield, you tap L1 to send your team-mate on an up-field run. With an inspired flick of the D-pad, you arch a 40-yard pass onto his boot laces, totally flummoxing the opposition defence. When you get it right, *FIFA*'s passing system reveals scintillating precision.



UNITED WE FAIL: Veron? Keane? Beckham? Fortune? Silvestre? Could be any of them really - they all look the same here.

TACTICAL ADJUSTMENTS

Is it really that different? In a word, yes. While you can still run 60 yards with the ball in the Amateur mode, you'll never win a higher difficulty match without mastering the passing system. Basically, the ball moves exactly in the direction you're pressing, so it's wise to initiate lots of off-the-ball runs using L1 – a trail of dots following your team-mates into the distance. Mercifully, keepers are a lot more intelligent and the game flows much more patiently. It's not all bad news, see?



PASS MASTERS: You have to be sharp to spot your team-mate's runs. A player blurs when they set off on an incisive sprint.

cross using L2 and watch in delight as your player slams the ball home. But while the Amateur difficulty level gives you the luxury of time, the Professional and World Class modes are merciless. You can't think – or act – quickly enough to cope with the computer's industrious tackling and implausible passing moves. It's agonising to see the opposition grace the ball about like Real Madrid, when you can't make a simple pass without GCSE-level concentration.

Criminally, there's no training mode to ease you into the action. After hours of match-practice, you still can't emulate the heroics of the computer teams – it almost looks like they're using different controls. Things *do* improve with time – you'll string together some solid moves and occasional flashes of genius – but the point is, things *shouldn't* be this difficult. A truly cultured game – like *Pro Evo* – makes it easy to achieve a basic level of competence, then applies invisible layers of depth to encourage extended play. EA's game is just difficult.

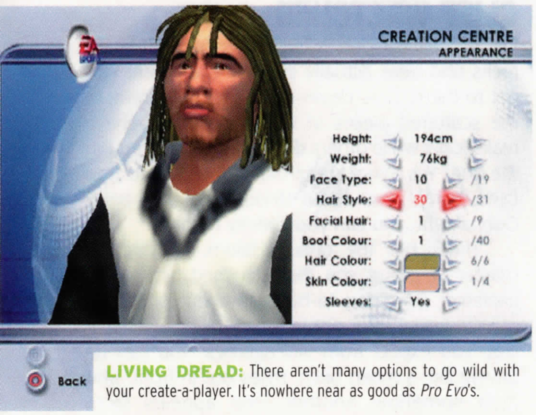
IN THE MIXER

It's a shame, as *FIFA*'s traditional failings have mostly been rectified. Shooting is flexible, allowing players to round the keeper and score from obtuse angles. Tackles are solid, with better defined collision zones, while the dribble tricks have been reduced in effectiveness to make them more rewarding. Aside from the ball movement games flow much more like the real thing. For bystanders – safe from the aggravating controls – this is easily the most dynamic *FIFA* to date.

Presentation's a mixed bag. The stadiums are great, with rich firework plumes, active crowds and micro-fine grass. The commentary's awesome, accurately monitoring play without repetition and evoking genuine emotion. The swooshy cut-scenes use shatter fades and TV tricks to heart-pumping effect. But, and this is a *big* but, the players look terrible. There're only about 16 different faces – 15 of which look like Kyle Maclachlan after half-an-hour of being battered around the head with a shovel. The player's are so muscular, The Rock'd be scared to make a tackle. The Juan Veron model is *laughably* inaccurate.

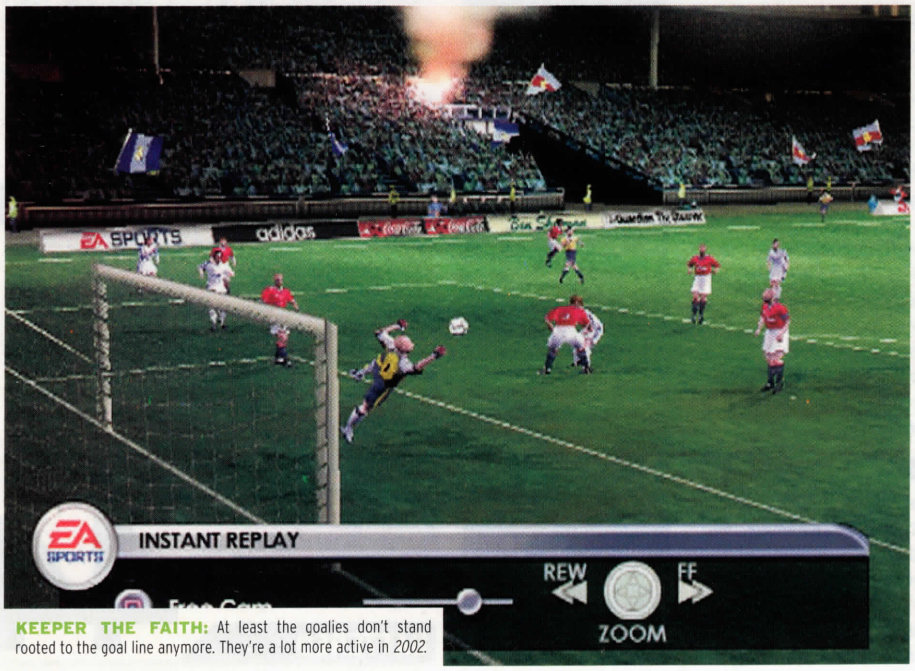
FIFA 2002 might be deeper, but it isn't more fun. The rich gameplay's negated by clumsy implementation, shabby player models and lack of visual finesse. Once again, we're left waiting for the next *FIFA* game to see if EA can put things right. And you can bet that with the World Cup looming, we won't be waiting too long. **PSM2**

EA's net-busting franchise is warming up for a November release.



Height: 194cm
Weight: 76kg
Face Type: 10 /19
Hair Style: 30 /31
Facial Hair: 1 /9
Boot Colour: 1 /40
Hair Colour: 6/6
Skin Colour: 1/4
Sleeves: Yes

LIVING DREAD: There aren't many options to go wild with your create-a-player. It's nowhere near as good as *Pro Evo*'s.



KEEPER THE FAITH: At least the goalies don't stand rooted to the goal line anymore. They're a lot more active in *2002*.

INSIGHT

In 1945, Arsenal played Dynamo Moscow in thick fog. The Russians secretly fielded four extra players, while the Arsenal keeper walked into a goal post and had to be replaced by a crowd member. Another Arsenal player was sent off for fighting, but sneaked back on.

MOTTY'S CHOICE

1 **PRO EVOLUTION SOCCER**
Divinely balanced gameplay and unrivalled multi-player appeal. Genius.

2 **THIS IS FOOTBALL**
Tight, atmospheric and dripping with options - more instinctive than the new *FIFA*.

3 **FIFA 2002**
EA's brave tactical change blights its traditional strengths. It's trapped in mediocrity.

PSM2 VERDICT

GAMEPLAY
+ Realistic flow, flexible passing and satisfying goals.
- Harsh learning curve, odd ball movement.

GRAPHICS
+ Great incidentals and vibrant colours.
- Deformed players and shabby likenesses.

SOUND
+ Brilliant commentary and emotive shouts.
- Cheesy bangin' soundtrack.

LIFESPAN
+ Lots of tournaments. Solid multi-player.
- Uneven difficulty levels might infuriate quickly.

OVERALL
A deeper, more realistic feel and enticing multi-player thrills can't atone for infuriating flaws and patchy presentation.

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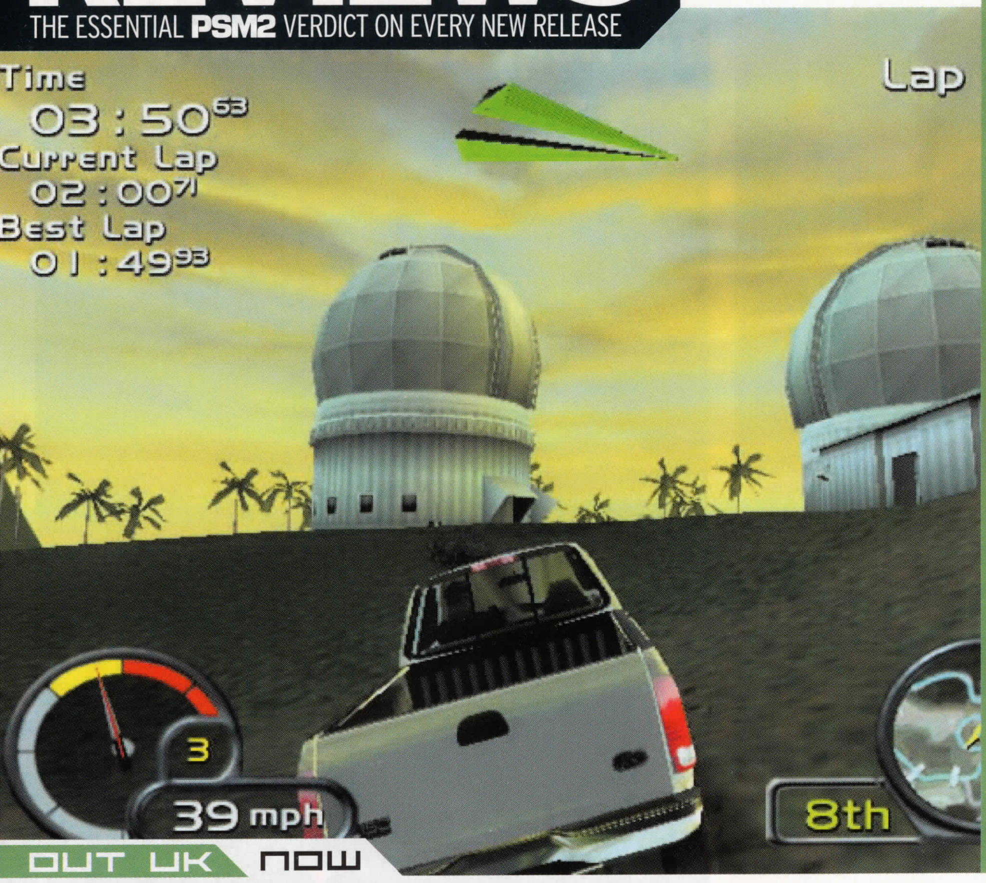
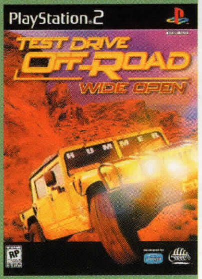
FALTERING



INFO

- **CODE TESTED**
  PAL (UK)
- **DEVELOPER**
  Angel Studios
- **PUBLISHER**
  Infogrames
- **GAME TYPE**
  Racing
- **PRICE**
  £39.99
- **ESSENTIALS**
  1-2 players, DualShock 2, Memory Card



DETAILS

- A single race on your own or against a second player.
- Compete for money over seasons and earn money to buy bigger trucks.
- Mindless meanderings around three locations.
- Soundtrack features Digital Assassins and, ulp... Metallica.

OUT UK NOW

TEST DRIVE: OFFROAD WIDE OPEN

Amazingly, the *Test Drive* series clocks up 15 years of service in 2002. If this latest instalment's anything to go by, it needs some time off…

REVIEWER: Duncan Baizley

You may remember the developers of ***Test Drive: Offroad Wide Open*** from their sleeper hit ***Smuggler's Run***, a kind of free-roaming hillbilly ***Driver***. Angel Studios' latest takes the same expansive environments and check-shirted mullet men, but adds a race dynamic.

Instead of time limit missions, as in *Smuggler's*, *Wide Open* is simply about being the first jeep over the line. Aside from this fundamental difference, this is every bit a sequel as *Smuggler's Run 2* will be. It has the same hybrid environments which allow you to pass by beach, forest and mountain in the same course. It also has one of those floating arrows that glow green if you're going the right way and red if you're not.

Unfortunately, this isn't a good idea made better. In fact you'll only like this game if you can answer 'yes' to all the following statements: you like the dirge metal of Fear Factory, your idea of a holiday is a week in a desert in Utah or you live in a caravan and you like 4x4s. Lots. Sadly, you'll still be disappointed at the approximation of ATV racing that *Wide Open* provides.

STATIONARY WAGON

For a title specifically tailored to a specialised type of vehicle, you'd expect them to handle OK. But they don't. You just hold down the accelerator and steer. It's rare that you need to touch the brake. The only skill involved is not getting knocked off course by the other hicks in the race – which is more difficult than it sounds. You don't just get a gentle nudge as you go round a corner, to which you can nudge back, flick the bird and speed on. Oh no. If you get shunted up the tailpipe here you inexplicably turn through 180 *degrees* and come to a rest miles away from the track.

This is by no means the most frustrating example of what's basically bad game design. By making a USP out of free-roamin' racing, you expect it to allow you to pick the best route between start and finish. So why do we have checkpoints? And really-difficult-to-navigate checkpoints at that. The game actually encourages you to be cunning and seek out every possible short-cut, but do that and you end up missing a vital set of flags and unable to complete the race.

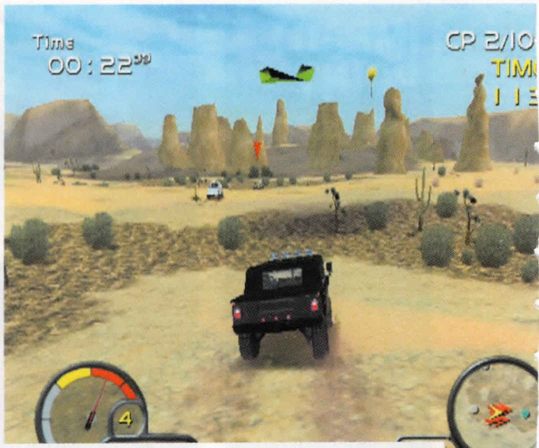
CLIFF WRETCHED

Visually, *Wide Open* is quite effective. Cliff faces, rocks and trees actually improve the nearer you get to them. Less clever is the fact that some of the scattered pieces of scenery should behave realistically while others don't. Can I drive through the tree? Yes. What about that stone? Ah, no. You can't. Sorry. How about through the flag pole? Ooh, alright, you can you cheeky monkey.

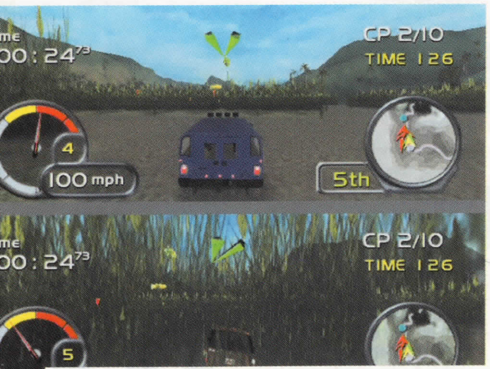
That's not the only problem. *Offroad's* a master at giving you that clenched fist, stifled expletive, I'm-going-to-have-an-aneurysm -in-a-minute feeling. But not in a painfully pleasurable way you expect from videogames. You can be driving like a mean bitch, miles out in front, and then somehow another jeep appears from nowhere, dinks you off the track and you're eighth, lying in a ditch, screaming about the injustice of it all.

The best advice to jeep fanatics, is to wait for our review of *Smuggler's Run 2*. **PSM2**

Pop ol' Cletus the bloodhound in the back with the rifle, Offroad Wide Open*'s out now.*



SAND AND DELIVER: Barren, gritty environments that stretch for miles, but you soon get tired of their drabness.



REED, AND RIGHT? In the two-player game the environment collision inconsistencies will drive you absolutely crackers.

INSIGHT

- Check out *www.mhjc.org*. These blokes take their jeeps very seriously. Read in awe how they arrange their truck club with amazing military precision.

REDNECK'S CHOICE

1. **ATV OFFROAD FURY**
   Hindered by some strange floaty controls but better than the rest.
2. **TEST DRIVE: OFFROAD WIDE OPEN**
   Drive around Hawaii in a 4x4 and get angry. That's it.
3. **4X4 EVOLUTION**
   Solid enough but never the shiniest station wagon at the trailer park.

PSM2 VERDICT

GAMEPLAY
+ Like *Smuggler's Run* but with a fair scattering of short-cuts.
- They say 'challenging', we say 'not fair'.

GRAPHICS
+ Pretty, shiny jeeps, neat textures.
- Pretty, shiny jeeps, boring environments.

SOUND
+ Well, the engines *sound* like engines.
- Really, really depressing dirge metal soundtrack.

LIFESPAN
+ Career race will have you cursing for a few hours.
- Depends how short your temper is.

OVERALL
No originality and a style of play that's more reliant on luck than skill. This is of little interest to anyone who isn't a 4x4 racer completist.

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BATTERED

MIDWAY
www.midway.com
WE KNOW HITZ.
NHL HITZ 20-02
PlayStation 2
NHL HITZ 20-02
MIDWAY
NHLPA
PlayStation 2

Heads Up. The first adrenaline-style hockey game is here. Only NHL Hitz 20-02 delivers intense action from the NHL's experts of impact. Feel the crushing checks and super-sonic slapshots as eye-popping next-generation graphics bring teams, super-charged players and fantasy arenas to unparalled brilliance. With hits this hard, you won't need a ref to get ejected from the ice.

GAME PREVIEW AT WWW.NHLHITZ.MIDWAY.COM

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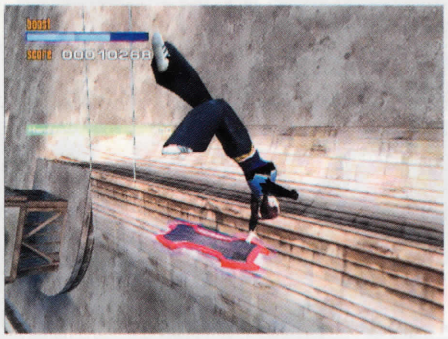
SPLIT IT OUT Tricks are essential to the gameplay, as you'll be graded on your performance.

OUT UK now

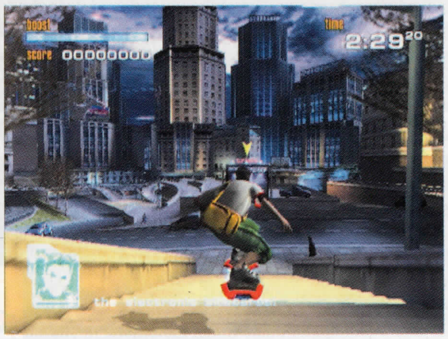
AIRBLADE

Too polite to stick it to The Man in real life? Living out those anti-authoritarian fantasies is less bother when you hover.

REVIEWER: Joel Snape



HANDY, MAAAN: Ethan's pal, Kat, is one of the unlockable characters - who all have their own unique signature moves.



STEP IT UP: Your mission objectives are pipe-fed to you by Kat, but when you know the level you can tackle tasks out of sequence.

Marty McFly and 2000AD's Chopper have a lot to answer for. It's thanks to their rebellious floaty stunts that we expect hoverboard games to let us dodge snipers in the final stretch of Supersurf 13 or smother the local bully in a truckload of cowshit. Taking on a sinister conglomerate planning to deprive the world of affordable hover technology? Well, it'll do. As long as there's stuff to break.

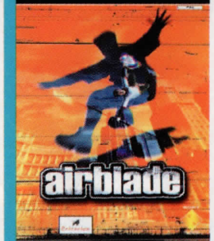
Strangely, you get the impression that the developers at Criterion Studios felt this way too. The entire game's strung together with the most biscuit-thin of plots, a few excitement-free cut-scenes and six levels geared around smashing things by swinging, grinding or 'tricking' on them.

Like *Tony Hawk's*, *Airblade* gives you 'sets' of objectives – which usually involve smashing stuff up. The difference is, you have to complete

INFO

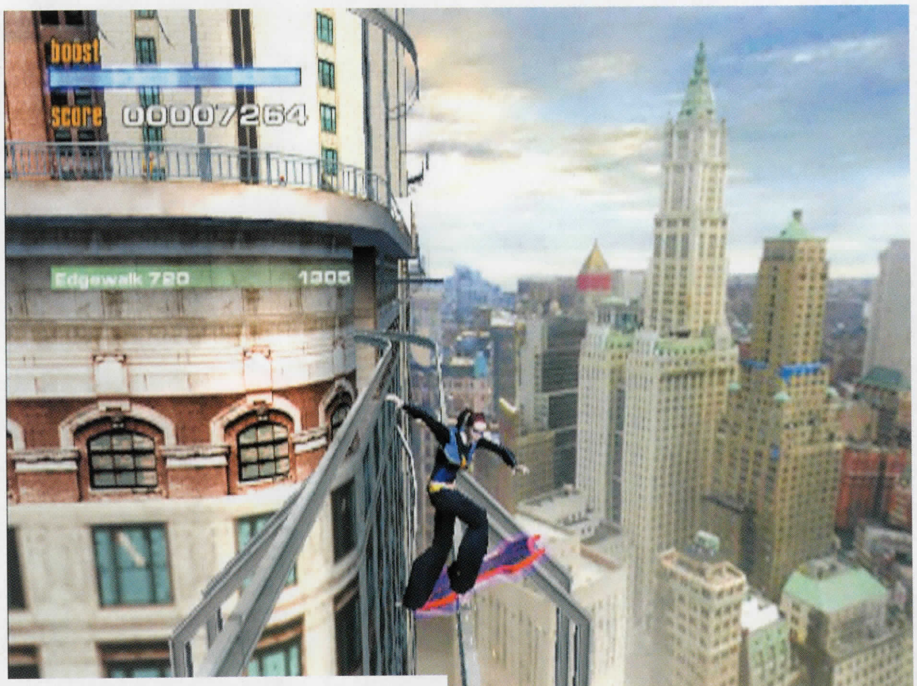
- **CODE TESTED**
  PAL
- **DEVELOPER**
  Criterion Studios
- **PUBLISHER**
  SCEE
- **GAME TYPE**
  Boarding
- **PRICE**
  £39.99

ESSENTIALS
1-2 Players, DualShock 2, Memory Card

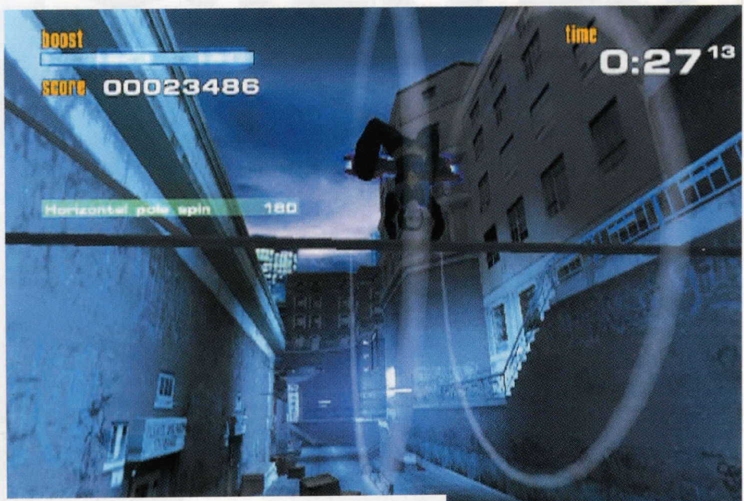


DETAILS

- Training, Freestyle, Story and Score Attack modes.
- Showoff, Party, Ribbon Tag, Trick Attack and Score Attack two-player modes.
- Five playable characters to unlock.
- Six story levels and a large training area.
- DVD extras include concept art, a music player and a Making of... documentary.

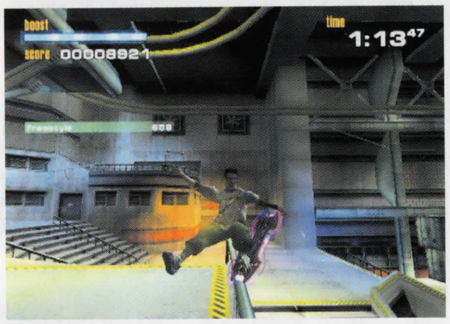


GRIND CONTROL: In the later levels you'll need to balance precariously between buildings - use L1 or L2 to spin across faster.



SPIN SHARP: Use the bars dotted about the level to link your moves - some missions can be completed in one huge combination.

"YOU'LL BECOME GRAVITY-DEFYINGLY GOOD AT THE EARLY BITS OF EACH MISSION, ONLY TO WEEP FRUSTRATED TEARS FOR THE LAST OBJECTIVE"



FEET ON THE GRIND: In addition to the standard grinds, you can use D-pad double taps to activate some quite ludicrous specials.

all of them within the time limit to progress – mess up the last bit of your run, and you'll have to start again. Effectively, this means you'll become gravity-defyingly good at the early bits of each mission, only to weep frustrated tears as you peer around for the last objective, seconds ticking by, knowing full well that you'll have to restart to have a proper chance at actually *doing* the bloody thing. Ahem.

To be fair, once the objectives are clear, you can do some out of sequence. But others have to be unlocked, limiting the scope for rampaging around in a single, stage-clearing combo.

INSIGHT

Getting enough A grades lets you play as any member of Ethan's gang – but there's also a seemingly unreachable skatepark section in the training level. Hmmm...

The variation to the basic gameplay only comes after you've mastered all the levels. In the style of most Japanese games, you're awarded a grade after each – and to unlock all the game's secrets, you'll need straight As. Instead of just pulling basic tricks, you'll need to combine your vandalism with risky flips and pirouettes.

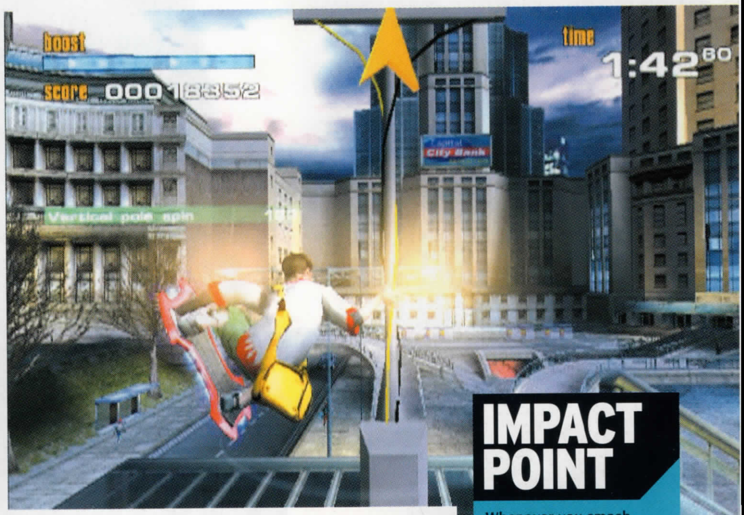
TRICKY KID

The problem is that *Airblade*'s trick system feels like a shallow imitation of *Tony Hawk's*, nicking the basics but neglecting all the subtle touches that make the latter such a compelling play. Grinds can be sustained almost infinitely, the *Airblade* always rights itself on half-pipes, and the car-surfing element's little more than a gimmick. In fact, you only crash when thumped by a security guard or if you smash into a wall while attempting a trick. On the other hand, the 'swing' element effectively adds another dimension to your boarding – a simple jab of ◎ makes huge airborne runs possible.

While there's something irksome about self-consciously cool Gap-clone Ethan, it's difficult to suppress a shout of triumph as he bursts through one of The Man's billboards. The board physics perfectly convey the feeling of floating on a cushion of air, even if they initially feel a little imprecise – think about how you had to adapt from *Ridge Racer* to *WipEout*. Finally, the two-player modes add longevity, but the stand out mode's Showoff, offering a tug-of war combo battle for experts.

Ultimately, it's difficult to regard *Airblade* as anything but *Hawk's*-lite. With a sensible story – snipers that actually shoot at you and decent objectives (smashing billboards to *avoid* attention?) – it could've fulfilled all our skate-rebel dreams. As it is, it's a worthy purchase for people who look like Ethan – cool-kid wannabes who've got PS2s as fashion accessories – but merely an excellent second-fiddle for hardcore gamers. **PSM2**

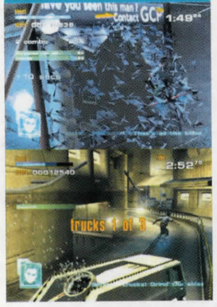
Airblade's *grinding its way towards shelves for the end of November.*

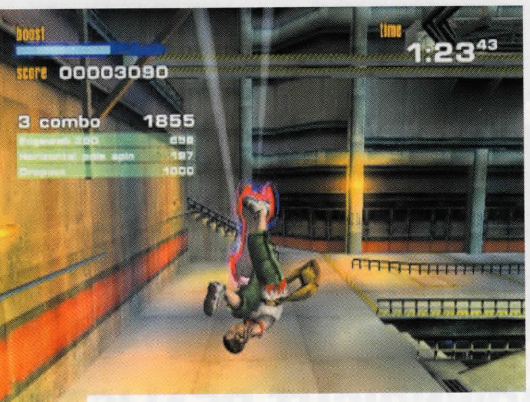


POLE REVERSAL: The tasks are usually destructive in nature - use ◎ to spin on these CCTV camera posts and stick it to da man.

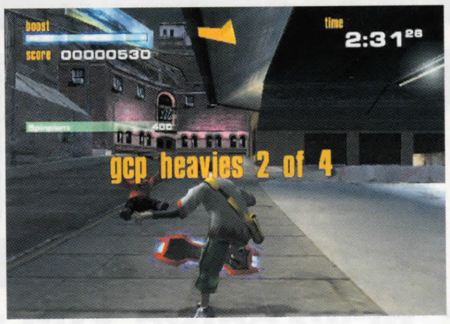
IMPACT POINT

Whenever you smash something, the camera switches to a long view – but your control remains, leaving you able to soar away from the destruction while pulling a nonchalant kickflip. Cheeky.





FLIP NOT: Even the most suicidal tricks only take three taps of the D-pad to execute - and you'll have to really scuff them to wipe out.



GRIND NEW HEAVIES: "Do you want a piece of me?" shout the GCP guards - just knock 'em out with a well timed flip or grab.

DOC BROWN'S CHOICE

1 **TONY HAWK'S PRO SKATER 3**
Plenty of bully-humiliating highlights amongst the ace trick action.

2 **AIRBLADE**
More attention to the Story mode could have made this the *Driver* to *THPS*'s *Gran Turismo.*

3 **ESPN X GAMES SKATEBOARDING**
Inventive levels can't save what seems like a rushed licence from Konami.

PSM2 VERDICT

GAMEPLAY
+ Effortlessly playable, spectacular trick potential.
- A little simplistic compared to the finely-honed *THPS3*.

GRAPHICS
+ Sweeping city environments move at a cracking pace.
- Occasional, hideous clipping and camera glitches.

SOUND
+ Erm... tidy grinding noise?
- Brain-numbingly repetitive music and irritating voices.

LIFESPAN
+ Plenty of replay value in perfecting your run.
- The Story mode'll scarcely take a day to complete.

OVERALL
Not compelling enough as a story and not *quite* deep enough to offer limitless trick potential. Frustrating, but fun.

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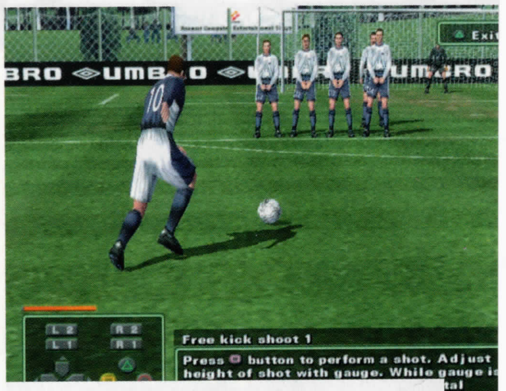
A GRIND

PRO
TION SOCCER
Dest tion f

OUT UK NOVEMBER 23

PRO EVOLUTIO

"THIS IS THE MOST PLAYABLE, REWARDING AND DOWNRIGHT REALISTIC



Free kick shoot 1

Press ◎ button to perform a shot. Adjust height of shot with gauge. While gauge i
tal

ANOTHER KICK IN THE WALL: It pays to spend a couple of hours in Training mode to polish your dead ball techniques.

The world's greatest footy game. The finest multi-player game on PS2. Perfection? Not quite yet.

REVIEWER: Daniel Dawkins

Frying a perfect egg. Catching a pen as it falls off the table. Nutmegging a defender. Finding a tenner in your back pocket. Quaffing a cold pint of lager. All exhilarating small moments, but nothing compared to the adrenaline-soaked pinnacles of *Pro Evolution Soccer*. It's the game that every footy fan *must* own, and the experience everyone else should consider. Konami's genius KCET development team have crafted the most playable, rewarding and downright realistic football simulation in videogame history – and the finest multi-player experience on PS2.

Few games take such a paralysing hold of your senses. Picture the scene: you're a goal down with a minute to go, advancing one-on-one with the opposition goalie. This is your last chance to score. The difference between survival and relegation. Shoulders tightening, you stab the shoot button to unleash a far post shot. Time freezes as the ball creeps towards the far post. The goalie leaps and the ball rasps despairingly under his arms – you're back in the game. If you don't explode into frenzied shouting, it's probably time to pack up your PS2 forever. The action might be virtual, but the emotions are throat-tearingly real.

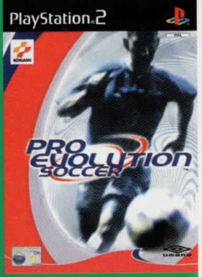
REAL MADRID

Pro Evo provides the thrills of genuine football, because it's a perfect *simulation* of genuine football. For every six-nil drubbing, there's a nil-nil bore draw. For every fluffed strike, there's a 30-yard belter cruising into the top corner. Konami have perfectly captured the unpredictability of the real thing, juxtaposing skill with a smattering of chance and ill-fortune. An expert player can dominate a game and still lose to a one-off shot on the break. Invariably, skill will prevail, but the random element lends an electrifying frisson to even the most unbalanced encounters.

The controls are rapier-sharp. No footy game provides such a satisfying passing game. You can adjust your tactics to precisely mimic your footballing philosophies – opting for a Wimbledon-style long-ball game or a tight-passing flair approach redolent of Liverpool in the '70s. Better yet, you've got to match your tactics to suit your chosen team. The Italian's are perfectly-suited to counter-attacking, France to

INFO

- **CODE TESTED**
  PAL
- **DEVELOPER**
  KCET
- **PUBLISHER**
  Konami
- **GAME TYPE**
  Football
- **PRICE**
  £39.99
- **ESSENTIALS**
  1-8 Players, DualShock 2, MultiTap 2 (x2), Memory Card

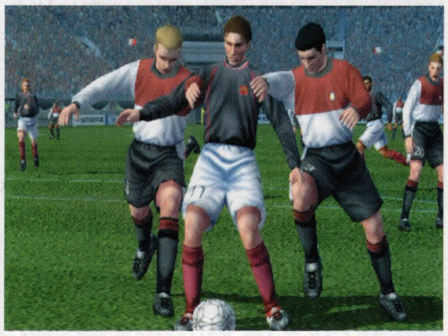


DETAILS

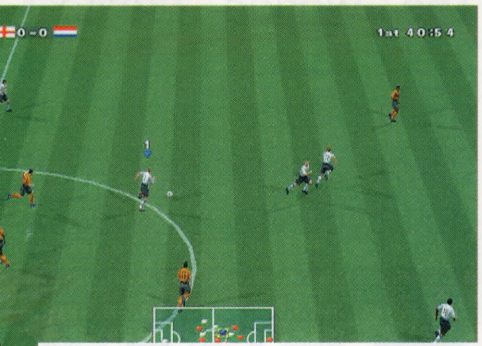
- **FIFPro licensed with accurate player models and attributes.**
- **Practice mode with gameplay tutorial and set-piece play.**
- **Six tournaments, including the World, European and African Nations cups.**
- **Eight Stadiums, including replicas of the Nou Camp and San Siro.**
- **Advanced player edit, featuring over 150 player faces and hairstyles.**
- **Two tier Master League, featuring promotion/ relegation and over 32 worldwide club teams.**

N SOCCER

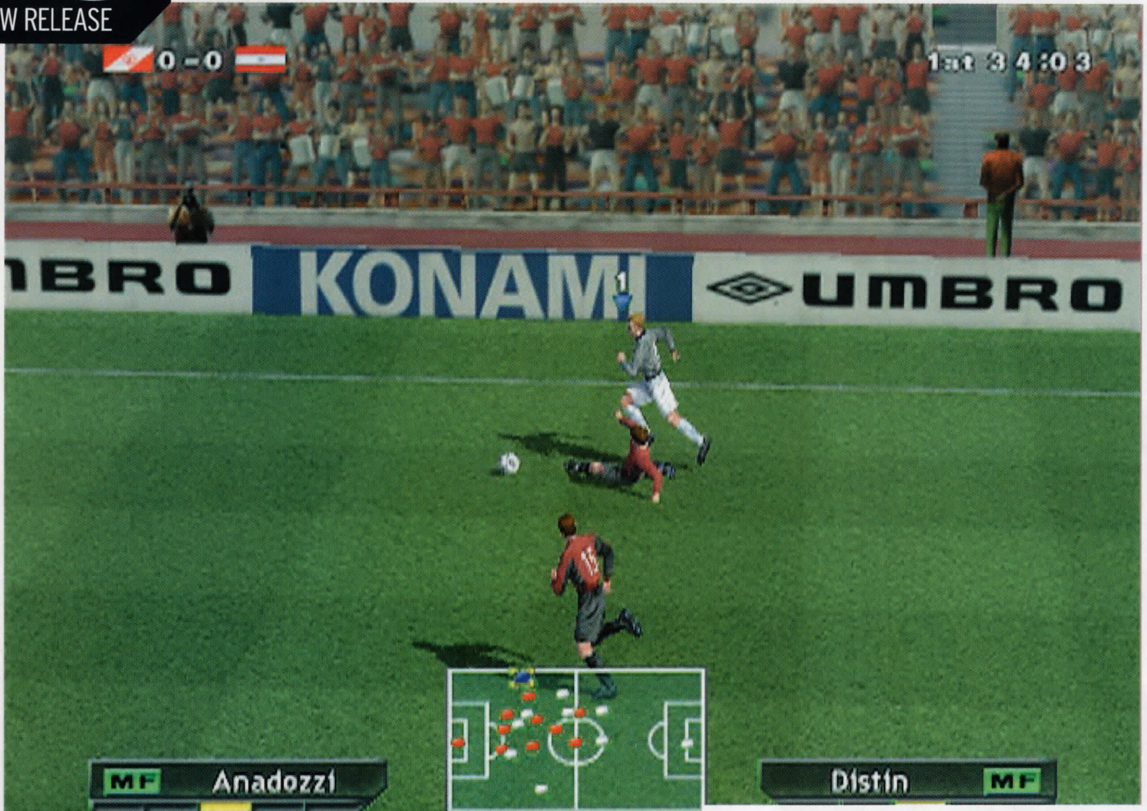
FOOTBALL SIMULATION IN VIDEOGAME HISTORY"



SANDWICH SPREAD: Press L1+◎ to set your team into a more defensive formation, it's ideal for stifling rampaging forwards...



BEHIND THE COUNTER: Alternatively, L1+◎ will quickly switch your formation into a swift counterattack. Use △ to split defences.



PACE KEEPING FORCE: Players with good control and speed - like Giggs, Zenden and Overmars - dominate the wings.

ON ME EDIT, SON

The Player Edit function is the most comprehensive we've seen. With over 150 player faces and hairstyles, plus fully adjustable body dimensions, you can create a decent likeness of yourself and register for the national side of your choice. Better yet, you can edit player names and numbers – vital since certain player names have been deliberately misspelt to protect individual licensing deals. Exactly who is Juan Sebastain Revon anyway?

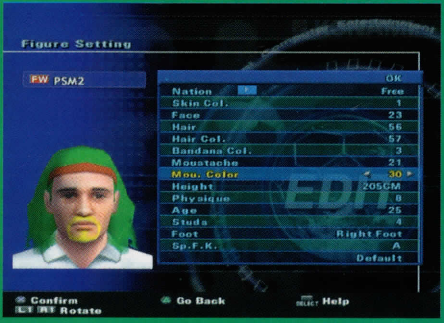
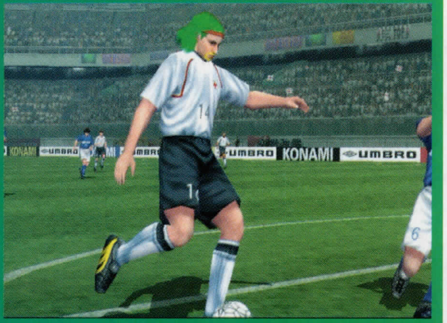


Figure Setting

FW PSM2

	OK
Nation	Free
Skin Col.	1
Face	23
Hair	56
Hair Col.	57
Bandana Col.	3
Moustache	21
Mou. Color	30
Height	205CM
Physique	8
Age	25
Studs	4
Foot	Right Foot
Sp.F.K.	A
	Default

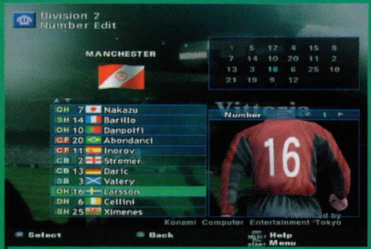
DYE TRYING: There's no limit to the ridiculous changes you can make to your player. Freddie Ljungberg? The man looks ordinary.



WUSS IN BOOTS: Sven might not mind Beckham's fashion lunacy, but what would he make of our footballing Krusty the Clown?

LONGER, HARDER, MASTER

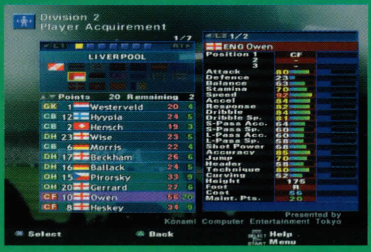
Looking for a *real* challenge? Then tackle the Master League. Starting with a team of unknowns, you've got to carve out results against the world's best club sides to earn points and buy new players. The transfer market accurately reflects players' abilities, so while you can pick up Tony Adams for 20 points, Zidane would cost you 57. Do you buy a clutch of average players, or wait to buy a superstar? You'll need to invest countless hours to amass a decent squad. And then there's the small matter of *winning* the League...



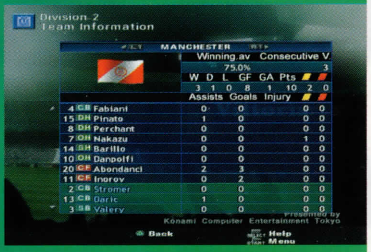
CAN YOU DIGIT? You have full managerial control, allowing you to tweak line-ups and squad numbers.

BOGUS DUDE: You'll start with a squad of nobodies - goals earn you bonus points to buy better players.

POINT BREAK: Earn six transfer points for a win, three for a draw, and nil for a loss - it pays to get goals.



TRANSFER LISTED: Delve into the market to assess your transfer targets - players like Owen cost top wonga.



SQUAD DAMAGE: The stats tables let you analyse your players' performance, including goals and cards.

▸smothering the midfield and Wales to, er, booting the ball in desperation.

In addition to the flexible range of flicks, short passes and mighty hoofs, there's the all-powerful through ball. Simply wait for your team-mate to run into space, and tap △ at the critical moment to unleash a defence-cleaving pass. Only experts will be able to exploit the full potential of the through-pass – endemic of the rewarding long-term learning curve.

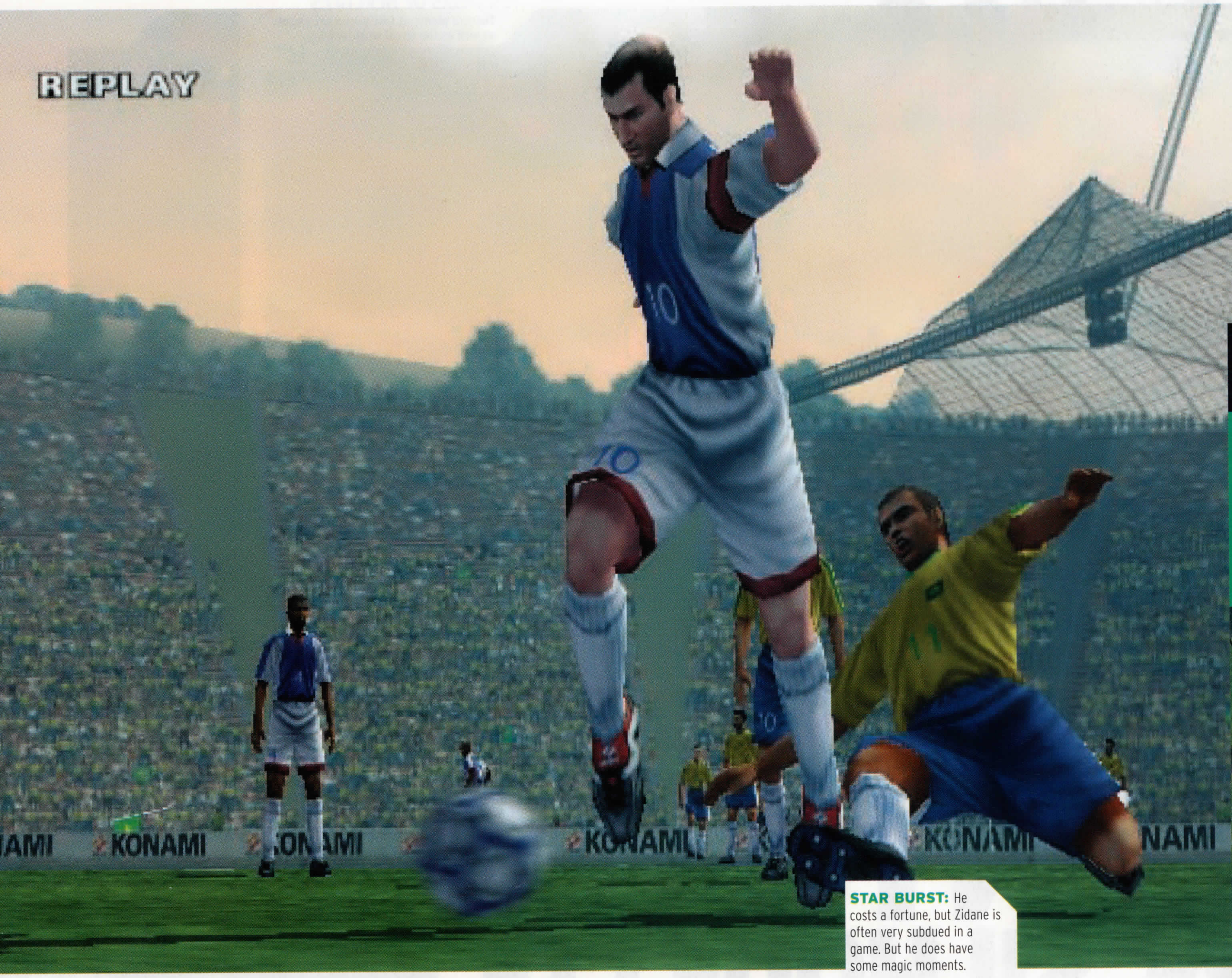
Tackling is equally precise. With practice, you'll be able to 'read' a game like a real defender. The system is so exacting, it'll irk novice gamers. For ages, they'll wonder why expert players always win midfield tussles and gain possession. Eventually, they'll come to appreciate the subtlety and fairness of the system, instinctively guessing the right moment to barge in for the ball. Everything's consistent – a strong player like Stam will invariably bundle a tyke like Owen off the ball, while a watchful defender has more balance than a winger at full sprint.

NEW ENGLAND REVOLUTION

The shooting system will be instantly recognisable to fans of the PSone *ISS* series, and sufficiently different to please import gamers who'd snapped up *Winning Eleven 5 – Pro Evo*'s Japanese forbear.

It's possible to unleash a range of low drives, angled shots, volleys and cheeky chips. The system is subtle, flexible and devastating, allowing expert gamers to express their imagination and elevate themselves above intermediate-level competition. In situations where good players might settle for a bottom corner strike, imperious players will elect for a cheeky fake-shot, sending the goalie to his knees for a simple tap-in. The show-off potential is immense.

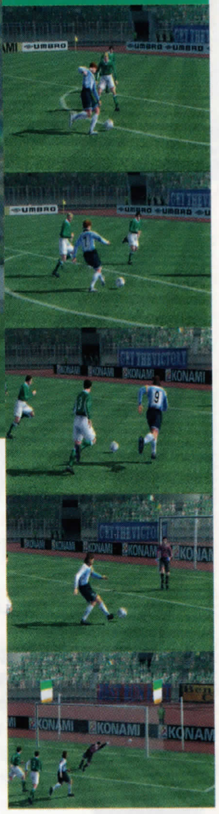
Set-pieces are intuitive, cleverly utilising the standard control system. Corners can be delivered on a sixpence using standard long balls, or tapped in with a soft pass. Players such as Beckham and Zidane are particularly lethal, offering greater precision and swerve than lesser mortals – simply hold the D-pad in the desired position to affect aftertouch. The system is sensitive and ultimately



STAR BURST: He costs a fortune, but Zidane is often very subdued in a game. But he does have some magic moments.

IMPACT POINT

It's nil-nil, the opposition are playing rough and time is running out. Picking up the ball on the edge of the box, you jink past your marker and angle a precision through ball into the path of an incoming attacker who drills the ball deep in the bottom corner. The feeling is sheer elation.



"WITH BETTER COMMENTARY AND A LICK OF POLISH, THE MOST-COMPULSIVE, BALANCED MULTI-PLAYER GAME IN EXISTENCE WOULD'VE ATTAINED PERFECTION"

INSIGHT

The world's angriest reaction to a sending off belongs to Fernando d'Ercoli of Pianta, playing against Arpax in Italy in 1989. He grabbed the red card from the referee's hand and ate it.

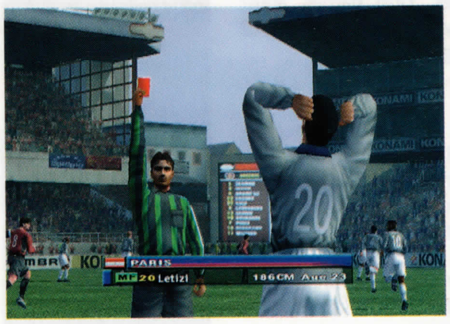
lucrative, so it's sage to practice in Konami's Training area – allowing you to take unopposed set-pieces from any position. The game'll also talk you through *Pro Evo's* gameplay features, neatly outlining the new run controls and one-two system.

The single-player challenge is ample, with tournaments mimicking the World, European and African cups, but the ultimate competition is the Master League – containing Europe's top club sides – where players begin with a lowly squad of unknowns. Winning games in style earns bonus points which can be traded for big-name players. Cunning use of the tactics can maximise the effectiveness of your duff players. For dedicated footy fans, the solo player potential is huge, but *Pro Evo's* universal appeal is the multi-player mode.

MAN UNITED

We've played Konami's masterpiece every day for the last eight months and have never seen the same game twice – perpetually over-running our lunch hours and returning to our desks an adrenaline-soaked mess. The balance of skill, inspiration and unpredictably lures us back with unswerving certainty. Even when you get whipped, you know *exactly* what went wrong, cementing your resolve for revenge. There's no such thing as 'one quick game' – time seeps joyously through your sweat-stained fingers until dawn breaks, someone collapses or the PS2 starts to fizz. With a few beers, a couple of MultiTap 2s and seven mates, you can indulge in PS2's most captivating experience bar none.

Pro Evo isn't perfect. Passes occasionally veer in bizarre directions, gifting the ball to the opposition. Sometimes, you can't select the right defender, giving wingers ample space to fly by.



REAL GONE KID: The refs aren't infallible. Some of the more contentious decisions will send you into an uncontrollable rage..

The presentation screens are perfunctory – but unspectacular – while the commentary team of Chris James and Terry Butcher generate the thrills of a mouthful of turf.

Like all supremely gifted footballers – Best, Gascoigne, Maradona – *Pro Evo* is a prodigious talent with self-destructive tendencies. With better commentary and a lick of polish, the most compulsive, balanced multi-player game in existence would've attained virtual perfection. As it stands, this is the greatest footballer of its generation that could've been even better. **PSM2**

Sharpen that first touch for kickoff on November 23rd.

CRUYFF'S CHOICE

1 **PRO EVOLUTION SOCCER**
The sharpest gameplay, the richest emotions, the smartest choice.

2 **FIFA 2002**
The slower, more deliberate *FIFA* takes a brave stride forward for football purists.

3 **THIS IS FOOTBALL 2002**
An exhaustive cartoon kickabout with accurate licensing and solid gameplay.

PSM2 VERDICT

GAMEPLAY
+ Smooth passing, snappy tackling… nearly perfect.
- Occasionally bizarre AI choices.

GRAPHICS
+ Impressive likenesses, smart stadia and animation.
- World of Sport circa 1975 presentation screens.

SOUND
+ Great crowds, hefty thuds and rousing anthems.
- Dire, predictable, detached commentary.

LIFESPAN
+ Near infinite multi-player thrills plus solo Master League.
- The standard tournaments are a bit easy.

OVERALL
Divine gameplay and crisp graphics capture the passion and pain of *real* football. With sharper presentation and tighter AI, this'd be near faultless.

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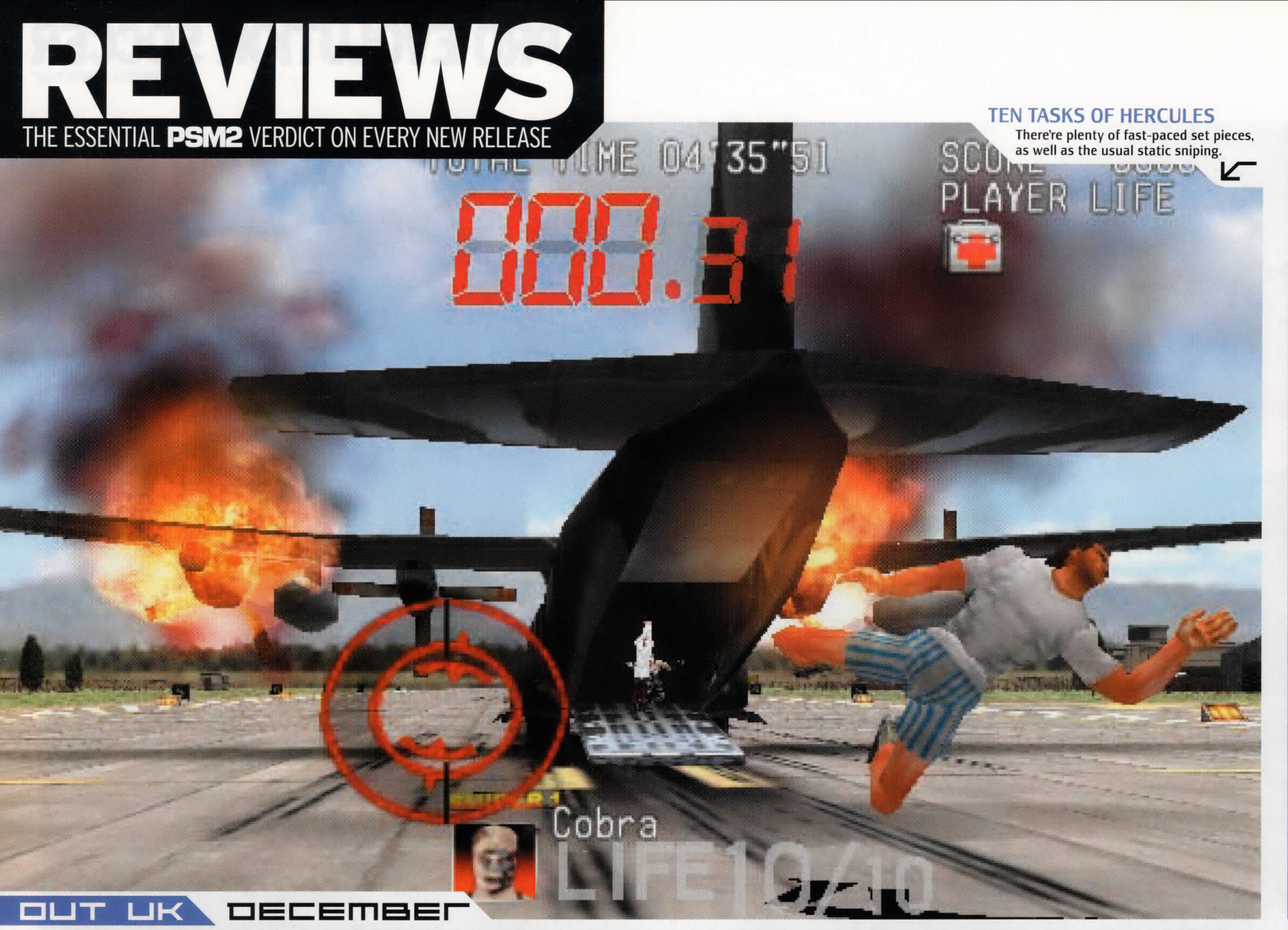
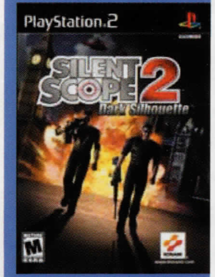
GOLDEN BOOT



TEN TASKS OF HERCULES There're plenty of fast-paced set pieces, as well as the usual static sniping.

INFO

- **CODE TESTED** PAL
- **DEVELOPER** Konami
- **PUBLISHER** Konami
- **GAME TYPE** Shoot-em-up
- **PRICE** £39.99
- **ESSENTIALS** 1 -2 Players, Memory Card, DualShock 2, i-Link cable



DETAILS

- Three different modes of play: Story, Original and Training.
- Two-player mode available via i-Link cable.
- Two playable characters, each with own route through the game.

OUT UK DECEMBER

SILENT SCOPE 2: DARK SILHOUETTE

Back home on the range with Konami's second snipe fest. Is it just a one-hit wonder? **REVIEWER:** Richard Owen

Unless gritty, telescopic-sighted shooting titles are poised to become gaming's next big thing, there's virtually no chance we'll be getting a peripheral that recreates *Silent Scope*'s coin-op thrills in our living rooms. Bereft of its telescopic hardware, *Silent Scope* is like Samson without his mullet, Ryu without his Dragon Punch, or Rod Hull without Emu – essentially the same but there's something definitely lacking.

Despite missing the necessary equipment we were fairly impressed with last year's conversion. But can there be anything new in this second instalment that'll convince us to buy it all over again? Well, the rule with shooting games is that the sequel inherits a two-player mode. Which is what you get here. The problem is that to gain the most from this sequel, you'll need an additional television, PS2 and copy of the game too.

Link-up aside, *Silent Scope 2* features two main modes of play: the story-based Arcade mode and Original, which adds three extra missions not found in the coin-op. Story mode's formulaic plot revolves around foiling a group of terrorists set over a series of chases and attacks. You can choose between two snipers, Jackal and Falcon, each one taking a slightly different route through the game and providing two perspectives of play. In the current climate, gunning down terrorists takes on a whole new angle. Taking the game at face value though, this is cracking mindless fun. Throw in the Co-operative mode and you can multiply the grin factor by five.

Unfortunately, you'll be left counting every fun filled minute of play, because the main game only consists of a pathetic 20 of them. Yes, t-w-e-n-t-y thin minutes. Gun games aren't renowned for their longevity, and *Silent Scope 2* isn't going to change things.

RAPID FIRE

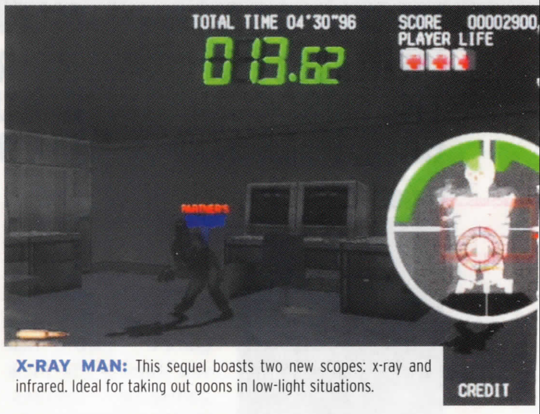
Aside from feeling short changed, another big letdown is that the DualShock 2's accuracy hasn't been improved since last year. Tricky headshots are made infuriatingly difficult by your sight skipping around the target with the merest touch of the Analogue stick.

Ultimately, only crazy survivalists sharpening their gun skills will come back for more. **PSM2**

You haven't long to perfect your one-eyed squint, Silent Scope 2*'s out near Christmas.*

INSIGHT

The British army has four weapons designed for use by military snipers: the L42A1, Parker-Hale models 82 and 85, and the L96AI. These hi-tech rifles can take out targets up 600 meters away. Kher-iste!



X-RAY MAN: This sequel boasts two new scopes: x-ray and infrared. Ideal for taking out goons in low-light situations.

DEADEYE'S CHOICE

1. **TIME CRISIS 2** More complete than its rivals - this one comes brandishing a pretend gun and the split-screen modes very playable.
2. **SILENT SCOPE 2** A two-player facility improves on last season's shooter, but this still lacks the necessary fire-power.
3. **SILENT SCOPE** Almost inevitably superseded by its multi-player descendant.

PSM2 VERDICT

GAMEPLAY
+ Exploits the DualShock 2 to reasonable effect…
- …but the coin-op's appeal revolves around a bleddy gert rifle.

GRAPHICS
+ Solid enough and sporting some smart x-ray/infrared effects.
- Far too many generic bad guys throughout.

SOUND
+ Reasonable effects and no-brainer action atmospherics.
- The dialogue would worry Steven Seagal, it's *that* cheesy.

LIFESPAN
+ More game modes than you'll find in the arcade.
- There're thrills alright, but they're *extremely* short-lived.

OVERALL
A few extras and link-up play add some depth, but after an evening with *Silent Scope 2* you'll have had your fill. One for rental only.

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CANNON FODDER

OUT UK NOW

ARCTIC THUNDER

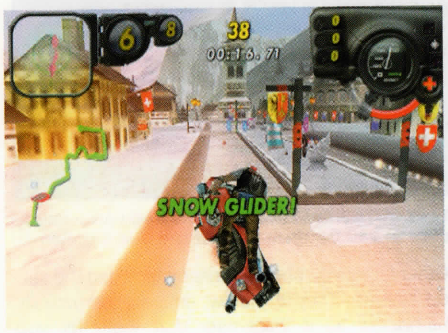
Driving *and* shooting? On *snow*? Someone at Midway's been knocking back the originality pills...

Possibly someone, somewhere's been waiting their entire life for *Arctic Thunder*. Someone who played *Wacky Races*, *Super Bombad*, or *Rumble Racing*, and thought, "Well, this is *quite* good, but I'd much rather be racing a snowmobile. And doing tricks." Possibly. But probably not.

Initially, *Arctic Thunder's* as eye-catchingly destructive as Arnold Schwarzenneger in a sequined jacket. It's a scorchingly fast, blindingly explosive toboggan ride, and you'll be hard-pressed to keep your whooping reflex under control for the first couple of races.

The problem is, to achieve this effect, Midway have forgone crafting a balanced game in favour of packing every element that you'd expect of a shooty driver together, then flinging the resulting mess straight into your face. Weapons are scattered across the track with such impunity, you might as well start shooting whenever you pick one up. Stunts are performed simply by leaping through a glowing icon – although their only benefit's to spray more power-ups about.

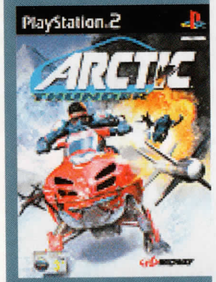
Potential short cuts lurch by at dizzying speed, beautiful backgrounds get lost in a blizzard of colour and indifferently placed boost icons leave so much scope for error that victory's almost a lottery. The frustrating two-player Battle mode does nothing to salvage its appeal either. It's simply a fast, dumb arcade blast. **PSM2**



WHITE RUSSIAN: The levels feature tons of nice incidental detail - Chernobyl Meltdown's one of the best.

INFO

- **DEVELOPER**
  Midway
- **PUBLISHER**
  Midway
- **GAME TYPE**
  Racing shooter
- **PRICE**
  £39.99



DETAILS

- 12 tracks.
- Nine races.
- Six weapons.
- Two-player Battle mode.

OVERALL

As an arcade game, it's the one you'd turn to if *Street Fighter* had a broken joystick and *Tekken* was surrounded by a surly biker gang.

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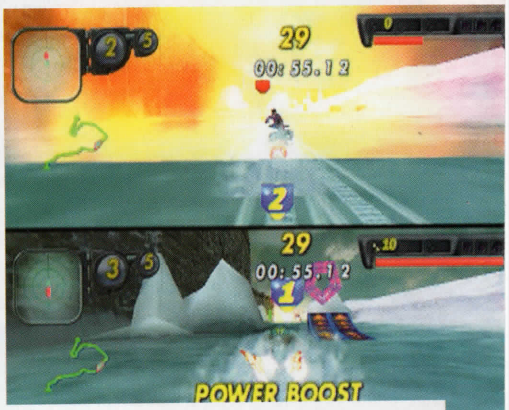
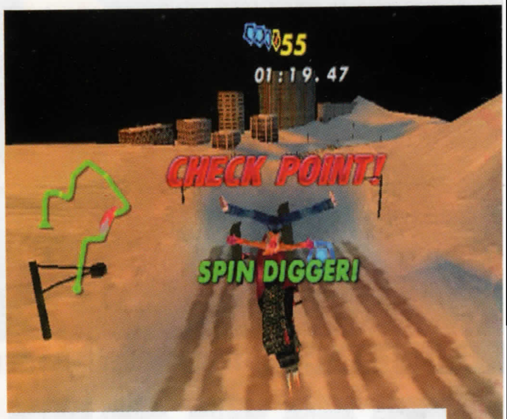
SNOWBLIND



ICICLE MADE FOR TWO: Split-screen races are even more confusing than normal - but taking out an adversary's always fun.



ARCTIC ROLL: Most stunts are improbable cartwheels and flips - but moves like Slim's 'Stretchy Head' defy explanation.

OUT UK NOW

LOTUS CHALLENGE

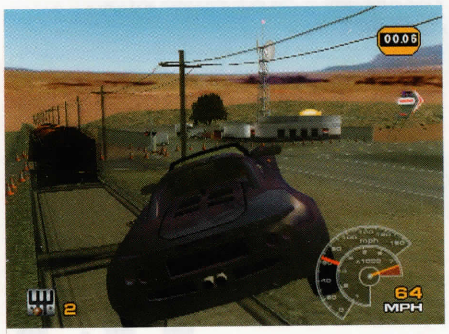
Stunts, racing and James Bond's motor in one buffed package – but has it got anything under the hood?

As car-flicks go, Gone In 60 Seconds promised everything – fast action, huge smash-up potential, a rapper's garage-full of shiny motors and Angelina Jolie. But thanks to sluggish pacing, tedious dialogue and anticlimactic stunts, it was depressingly average. See it coming yet? Here goes...

Lotus Challenge, to be charitable, is more ambitious than most roadsters. As well as the traditional racing championship mode, stunt and challenge sections let you play car football or take the lead in an Alpine-themed car ad. It's also got the distinction of being the only licensed car game to feature visual damage – but think dented fenders rather than shattered windscreens.

Unfortunately, sluggish doesn't begin to describe it. Even ignoring the unrewarding 'revolutionary' circular steering system – reliant on twirling the stick from the 12 o'clock position – the cars handle like sulking whales. Combined with floaty car physics, potentially exciting stunts become a miserable chore as you struggle to stay at the *exact* speed needed to clear a jump without slamming into a tree. The rubbish dialogue? That'd be your adenoidal mechanic, who spits advice at you so repetitively you'll switch the sound off.

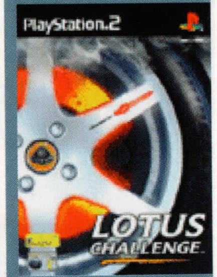
In scope and aspiration, it's hard to fault *Lotus Challenge*. If only they'd focused on tweaking the handling rather than programming tatty sub-games. Cone Ball? Tch. **PSM2**



GOING LOCO: Leap the train, watch out for the telephone pole - sounds exciting, but it's absolutely maddening.

INFO

- **DEVELOPER**
  Kuju Entertainment
- **PUBLISHER**
  Virgin Interactive
- **GAME TYPE**
  Driving
- **PRICE**
  £39.99



DETAILS

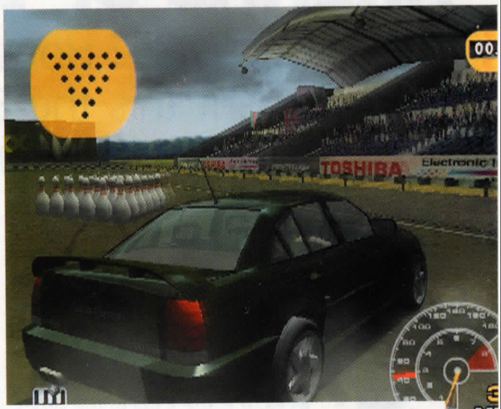
- 38 cars from various eras of Lotus.
- Stunt, Race, Challenge and Two-Player modes.

OVERALL

A potentially good game let down by cloying controls and uninspiring racing. Let's hope *Stuntman* deals with the train-leaping better...

60

STALLED



SKITTLE RALLY: Mastery of the well-timed powerslide's crucial to take out all 21 pins in the car bowling challenge.

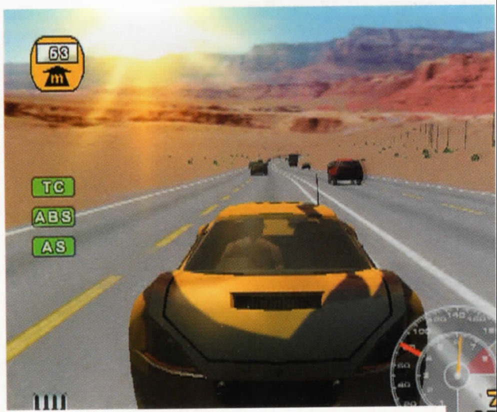
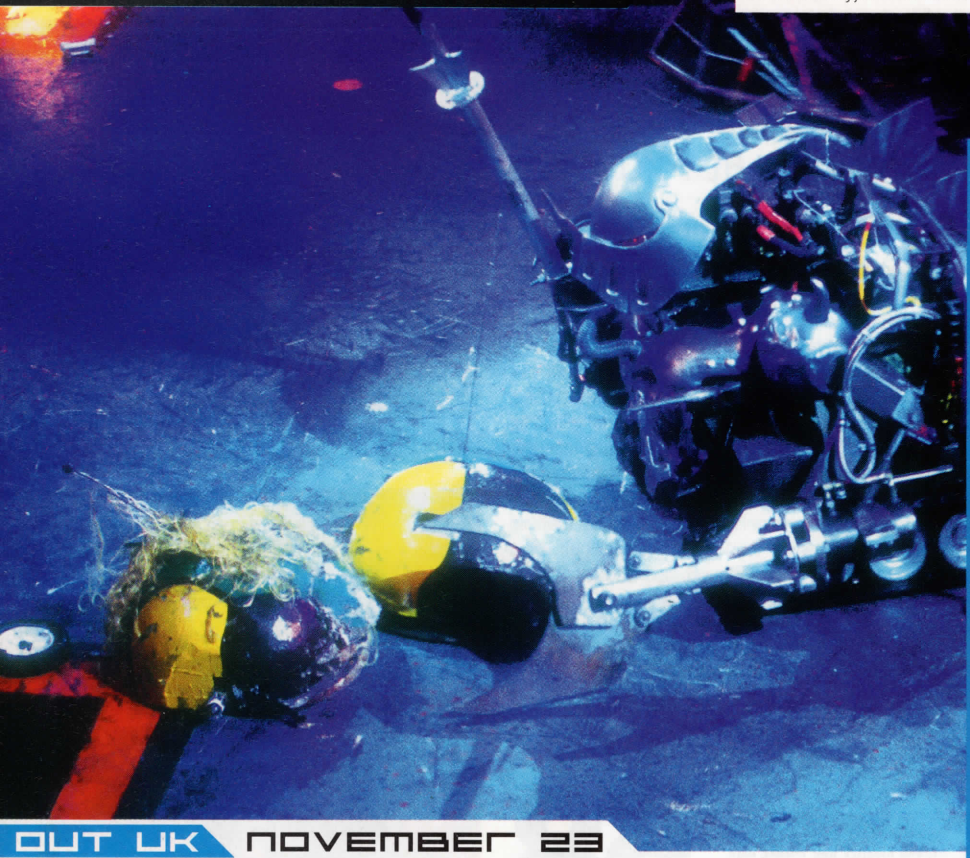


PHOTO FINISH: One challenge involves weaving through traffic to avoid paparazzi - it's like a poor man's *Burnout*.



SPECIALITY OF THE HOUSE: Sir Killalot dispenses his usual brand of crushing justice to an unfortunate contestant's labour of love.

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Climax
- **PUBLISHER** BBC
- **GAME TYPE** Action Strategy
- **PRICE** £44.99
- **ESSENTIALS** 1-2 Player, DualShock 2, Memory Card

PlayStation.2
BBC
ROBOT WARS
ARENAS OF DESTRUCTION

DETAILS

- Customise your robots from scratch, improving your design with each victory.
- Four single-player modes: Training, Vengeance Battle, Free Play and Professional.
- Frenetic in-game commentary by Jonathan Pearce whose vocal talents come fresh from the TV series.
- Nine arenas dotted around the globe, ranging from the instantly recognisable UK Robot Wars arena to an abandoned military base in Siberia.

OUT UK NOVEMBER 23

ROBOT WARS: ARENAS OF DESTRUCTION

Roboteers ready? House robots ready? Activ… hold on. Isn't this the BBC? Shouldn't they be doing educational software?

REVIEWER: Jonathan Bryant

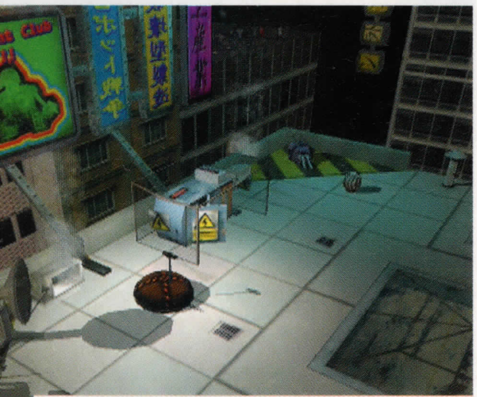
The heady days of Phillipa Forrester's leather clad arse causing bearded spods to sweat like donkeys have long gone. But even so, Robot Wars still manages to command audiences in excess of four million every week. If you're a fan of the series, you won't be disappointed. Confused, possibly. Frustrated, yes. But disappointed? Nah.

Y'see, this game is the series brought to life. It gives you the vicarious pleasure of getting involved without having to shut yourself in a garage for six months, fork out a small fortune (although at £44.99 this still might be the case) or cry on national TV when your precious creation gets ripped a new one by Killalot.

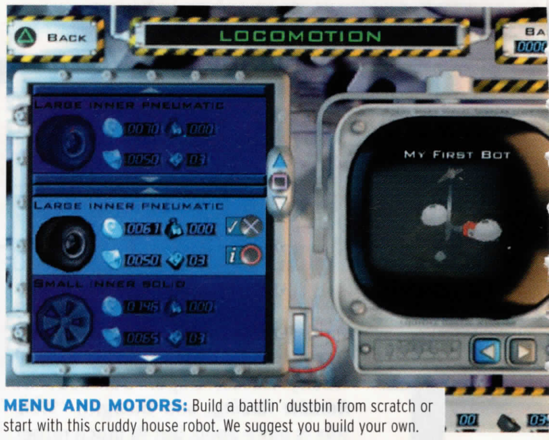
Like the show, it's a one-sided affair. You take an age tinkering with your robot, getting everything just right and then spend the next three minutes doing your best to get it through the hazards of the arena in one piece. The best strategy for survival we've discovered so far is to 'feed' your opponents to the house 'bots and then sit back and wait for qualification. It's neither subtle or skilful, but it does ensure you get plenty of credits in the bank to play with early on.

MECH YOUR OWN

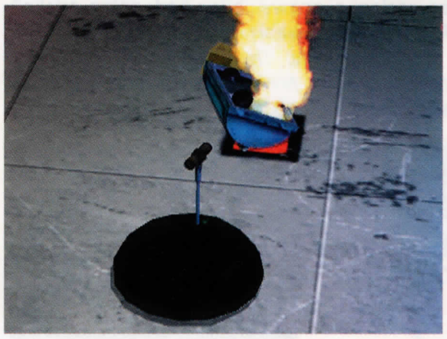
It's not long, though, before frustration sets in. Head to the Professional mode and you'll find a tournament structure similar to the show's, but there's no save option between bouts. Effectively you can balls it all up in the closing stages of the final, forcing you all the way back to the start. Do this three or four times in a row and you'll find yourself battling with the urge to turn your PS2 off and go for a calming wander in the park.



ROOFLESS BEHAVIOUR: Get above the Tokyo skyline to do battle. There's the option to duke it out in a San Paulo Scrapyard as well.



MENU AND MOTORS: Build a battlin' dustbin from scratch or start with this cruddy house robot. We suggest you build your own.



TEST NUTS ROASTING... You'll have to avoid various obstacles around the arena. One mistake, and you're toast. Which is annoying.

Other factors that had us cursing included the set-up menus. They're clunky and are perpetually hampered by a voice-over that won't let you move on until it's finished a sentence. Things do improve as you become familiar with navigation, but it's ultimately a struggle to implement even the simplest change to your 'bot. Which is a kicker, as the options to preen and customise your tin-pot warrior are phenomenal.

Eerie green lights, skewered teddy bears, flame-throwers, chainsaws and caustic paint jobs… You can lose yourself for an eternity getting everything just right, as long as you've got the credits to spend.

Even the two-player can cough up the odd moment of hilarity when it want's to but, again, it's not something that'll you'll want to spend hours in the company of. Unless, that is, you already spend most of your spare time in the garage.

It may not be the greatest looking game in the world, but it definitely does have something revving away under it's polycarbon hood, besides a wheelchair engine, that can involve and excite. We're just not sure how it'll fare with anyone who doesn't enjoy the programme. **PSM2**

Its success'll be down to how many fans of the series own a PS2 and have 45 quid to spare.

INSIGHT

- Robot Wars is based on the robot fighting circuit of San Francisco started up by ex-Industrial Light and Magic employee, Marc Thorpe. He came up with the idea while welding weapons to a robot vacuum cleaner.

PHILLIPA'S CHOICE

1 **PROJECT EDEN**
A top combination of action and strategy - this'll please your hands and head. It's got a robot, too.

2 **ROBOT WARS**
Visually bottom of the pile, but still a good combination of hard and fast action plus weeks of fiddling with settings.

3 **ARMORED CORE 2**
Loads of mechs and a stack of construction options. Poor gameplay, though.

PSM2 VERDICT

GAMEPLAY
+ The options to customise your 'bot are incredibly detailed.
- Out in the arena it's little more than bash and run.

GRAPHICS
+ Manages to recreate the atmosphere of the TV series perfectly.
- Long-shot camera perspective makes the robots way too small.

SOUND
+ Loads of buzzes, whirrs and clunks to accompany weapons.
- The commentary can be too off the mark at times.

LIFESPAN
+ Go for the Professional mode and you'll find satisfaction.
- No in-bout save option may see you retire prematurely.

OVERALL
Panic action that'll leave you grinning. But you'll end up dreading the sluggish menu management before we returned to the arena.

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ROBO COP OUT

If it looks this good on the outside...
GTC
Rage
GLOBAL TOURING CHALLENGE
GTC
AFRICA
Rage
www.rage.com
PlayStation®2

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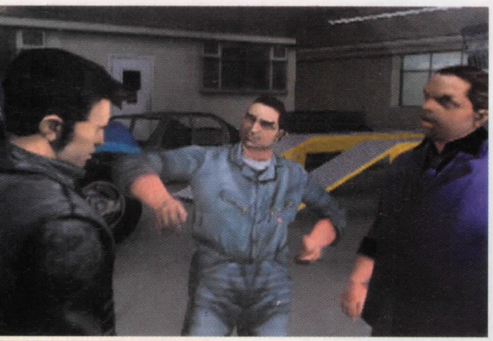
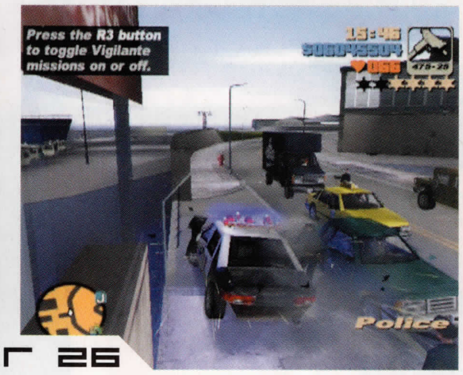
FELON GROOVY: Got gun? Got car? Got fun. This is wheels and shooters at its best. Drive wherever you want and then kill people.





OUT UK NOVEMBER 26

GRAND THEFT AUTO 3

Digital delinquency has never, *ever* been as expansive or as much fun as this. Crime doesn't pay, but it *plays* brilliantly. **REVIEWER:** Joel Snape

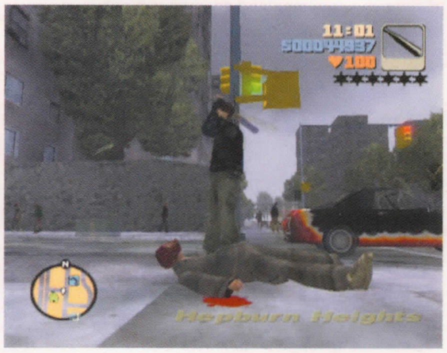
INFO

- **CODE TESTED**
  PAL (UK)
- **DEVELOPER**
  DMA Design
- **PUBLISHER**
  Take 2
- **GAME TYPE**
  Crime sim
- **PRICE**
  £39.99
- **EXTRAS**
  1 Player, DualShock 2, Memory Card.

PlayStation.2
grand theft auto III

DETAILS

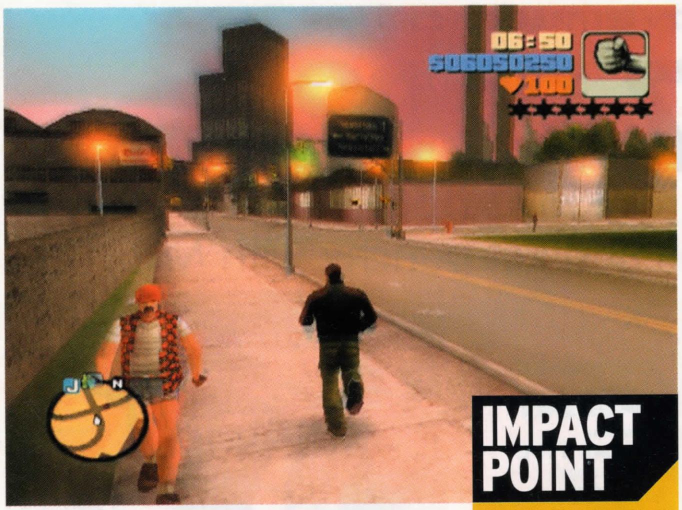
- Variable time of day and weather.
- Extra money and points for performing certain stunts.
- Ten weapons, including shotguns, molotovs, grenades and bazookas.
- Eight radio stations with more than three hours of music and chatter.
- Ambulance, Taxi, Firefighter and Vigilante missions.



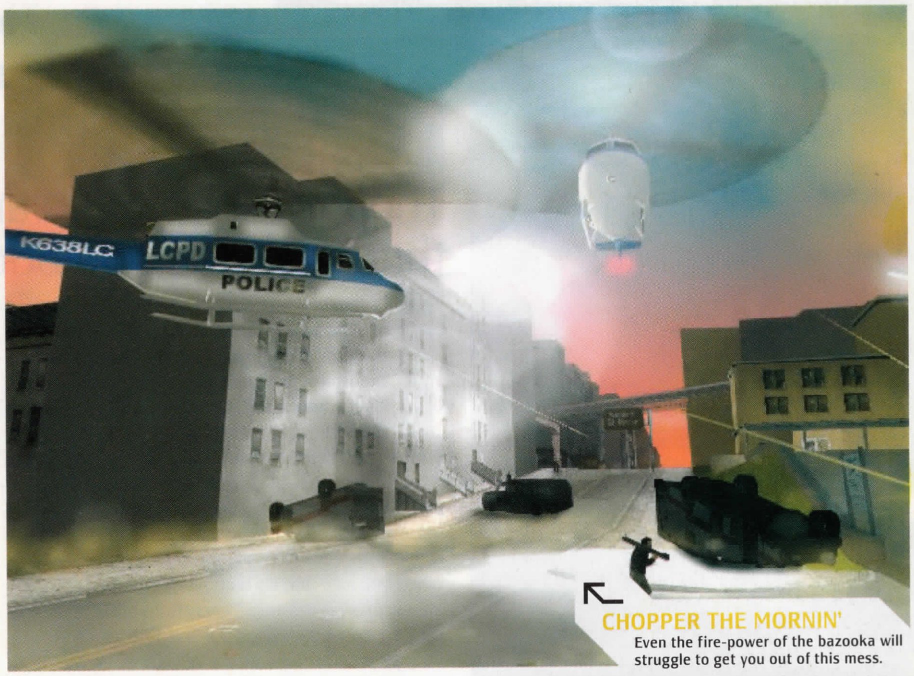
BAT'S LIFE: Early on, you've got nothing but a docs and a vengeful gleam in your eye. Remember The Untouchables?

Ban this sick game. No, not really. The first thing you'll notice – the first thing *anyone* with a healthy sense of curiosity'll notice – about *GTA3* is that it lets you do whatever you want. From kneecapping old ladies with a Louisville slugger to reversing over a rozzer, you're only limited by your own depravity – and in the PSM2 office, that isn't much of a limit at all. It's a short step from harmless experimentation to outright bloodlust, and you'll be shocked by how quickly you're baying through the red mist like a vengeful Joe Pesci. But what the Daily Mail won't notice, and outraged parental groups won't care about, is that this isn't *GTA3*'s core appeal.

Yes, there's a certain guilty pleasure in sending pedestrians flying like meaty skittles, but it's when the adrenaline rush subsides and calm descends that you appreciate the little things that make this game so beautiful.



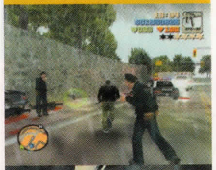
VILLAGE PEOPLE: If you have a pop at the gay construction workers you'll be beaten to the ground by his vicious, but camp, mates.

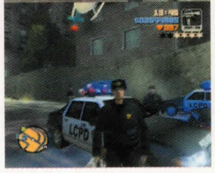


CHOPPER THE MORNIN'
Even the fire-power of the bazooka will struggle to get you out of this mess.

IMPACT POINT

Fleeing justice after a bout of mayhem, desperation sets in. You spill down an embankment, crawl from your crumpled car and leg it – but with SWAT teams and helicopters hunting you down, it's just a matter of time before Butch and Sundance is the only option…

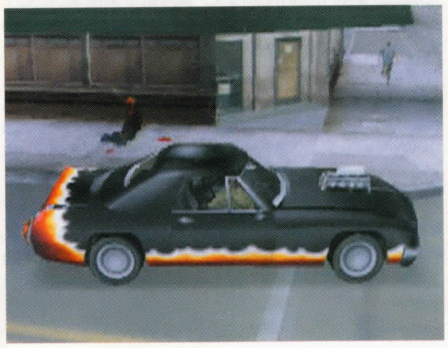




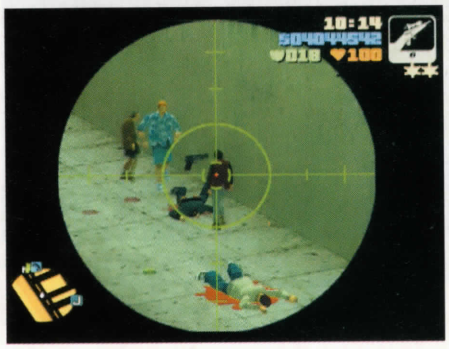
Liberty City's inhabitants aren't the cow-like bullet-sponges they once were. Most still scream and run from a maniac brandishing a Kalashnikov, but others fight back. Mafiosi pull heaters of their own, and the police are often as reckless as the criminals, causing multiple pile-ups in the heat of pursuit. Cars deform visibly – if yours starts to cough yellow smoke, it's time to run. The weather and time of day are key factors – fog and rain make visibility perilous, while traffic thins out late at night – though you're more likely to get mugged.

Really, *GTA3*'s nothing more than a huge, amoral toybox – it *doesn't* care what you do, which is why the missions are so much fun.

Typical example: you're told to ventilate a drug-dealing chef in the pedestrianised section of Chinatown. On the first go, you sprint in with your nine blazing, he does a runner and disappears in his Chevy while his goons work you over with baseball bats. You realise subtlety's called for. On the second attempt, you scope out the surrounding area, nick his getaway car and wreck it. You sidle up, blow the guards away with a twelve-gauge, then casually dispose of him as he tries to escape on foot. Even then, you could just as easily have stashed your own car nearby and rammed him off the road. Some missions seem a bit linear compared to the rest of the game – but this is quickly remedied.



STREET, NO CHASER: You'll need this monster to stand any chance in the road races. Not bad for getaways and drive-bys, either.



SCOPE DODGER: Sick of going toe-to-toe? Get professional and kit yourself up with this brutally effective long-range rifle.

> **"GTA3'S NOTHING MORE THAN A HUGE AMORAL TOYBOX - IT DOESN'T CARE WHAT YOU DO, WHICH IS WHY IT'S SO MUCH FUN"**

INSIGHT

- The British Crime Survey estimates around 1.8 million car crime offences each year, which is three times the recorded average.
- Car crime in England and Wales peaked in the early '90s, levelled off between 1993 and 1995, and has been falling ever since.

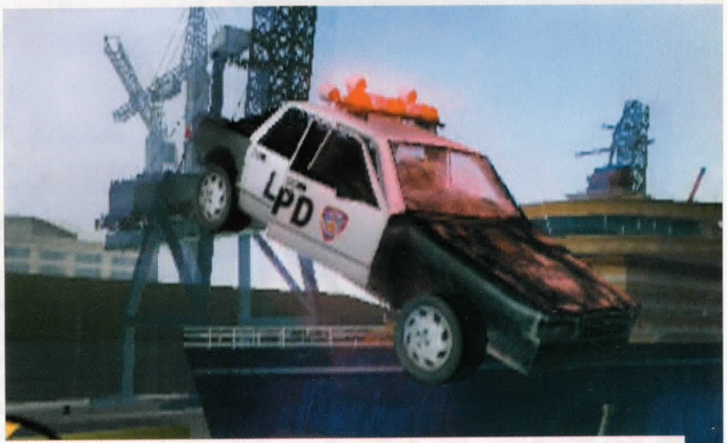
CROOKED STYLE

If the rigid hierarchy of the criminal world gets too much, simply nicking another vehicle opens up a new world of options. Taxis, fire engines, ambulances and police cars offer missions for public-spirited vigilantes and hidden packages and payphones give you bonus games – from *Midnight Club*-style street racing to a 30-second M-16 rampage through rival gang territory. This is just *part* of *GTA3*'s hidden depth. Radio stations broadcast genuinely funny chat – the on-air debate about videogame violence made us smirk – but if you don't fancy that, why not counterpoint the sickening thuggery with a bit of light opera?

Other tiny details astonish – the police draw chalk outlines round corpses, ambulance crews do CPR, and choppers leave a telltale spray of rotor dust.

If standing atop a blazing mash of police cars screaming 'Top of the world, Ma!' and hoying molotovs at the paramedics doesn't appeal, fine. But if the idea of playing *Crazy Taxi*, *Chase HQ* and *Emergency Call Ambulance* with the sniping from *Unreal Tournament* sounds like the sheer heaven it is, welcome to the criminal fraternity. **PSM2**

Do everything short of stealing this game at the end of November.



SCORN ON THE COP: Nick a rozzer's car - they're quick - and attempt one of the bonus stunts that're littered around Liberty City.

DILLENGER'S CHOICE

1 **GRAND THEFT AUTO 3**
So little time, so much trouble to cause. Carjacking, extortion, drive-bys, hits, turf wars, mugging, thieving... how will you fit it all in?

2 **CRAZY TAXI**
Disregard the Highway Code in an attempt to make a buck or two.

3 **SPY HUNTER**
Cars and guns on the right side of the law.

PSM2 VERDICT

GAMEPLAY
+ Calculating pro criminal or psycho? You've never been so free.
- Actual hand-to-hand combat can feel a bit fiddly.

GRAPHICS
+ Cool and stylised, with a myriad of nice touches.
- The camera angles aren't helpful in gunfights.

SOUND
+ Fantastic music, insults, explosions, pleas for mercy etc…
- Um… repetitive pedestrian samples?

LIFESPAN
+ Hours of fun before you even bother with the 'proper' game.
- The actual missions can feel a bit anticlimactic.

OVERALL
The immoral allure might attract, but attention to detail keeps you hooked. *GTA3*'s vast scope and tiny touches are some of the most impressive on PS2.

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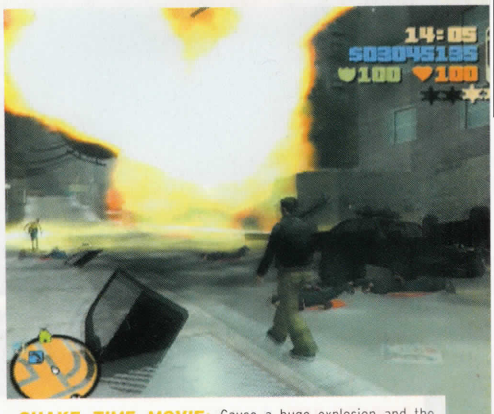
SMOOTH CRIMINAL

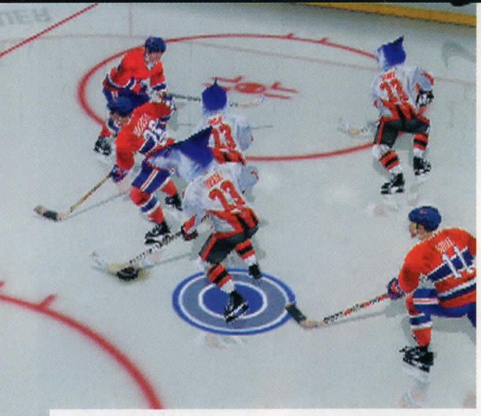


QUAKE TIME MOVIE: Cause a huge explosion and the screen vibrates and smears to try and make you feel *really* guilty.

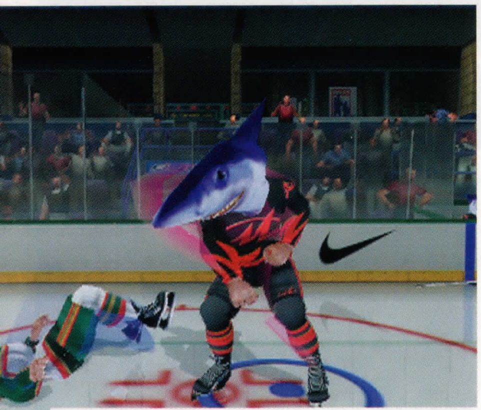
OUT UK NOVEMBER 09

NHL HITZ 2002

Thought the cold war was over? Think again. Midway throw out the rule book and get punchy with *NHL*.



ALL FIRED UP: Perform exceptionally, and your player will ignite in a burning plume of improved stats.



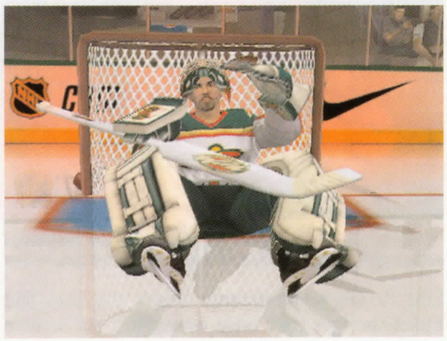
SHARK ATTACK: The fight system has so many options, it's almost like a mini beat-em-up, only in a legitimate sport.

It's four-on-four action heavy with the sound of pounding body checks, players flying through Plexiglas, helmets rattling across the rink and punch-ups every single period. It's ice hockey at its dirtiest where even the tutorial recommends 'that you go for the body if you miss the puck'. And, guess what? We do.

This is one of those games where you're perpetually in and out of the zone, skating up the ice untouchable one minute and running scared the next. It's frenetic, it'll make you scream out in anguish when you lose and it's hard as ice-polished steel.

Team AI is incredible and after you've been out-classed and out-passed for the fifth or sixth time you realise that this, unlike any other hockey title, requires every ounce of your skill and attention. Our advice? Head to the challenge-based tutorial and spend at least an opening half-hour there, because without these skills scoring is a nightmare.

Get your puck ability sorted and all it'll take is one killer run, a flurry of passes and a slapshot into the top corner of the net before you're hooked. It's *not* an accurate portrayal of the game and the graphics *aren't* as polished as *NHL 2002*, but there's a heart here that beats pure adrenaline. Plus, this is a game that knows how not to take itself too seriously, with fantasy stadiums, players that literally ignite when they're on a roll and the most mental commentary we've ever heard. Not for purists, but anyone looking for pure entertainment should have a pop at it. **PSM2**



HARD TARGET: Goalies are tough to beat, but get one past them and bask in justified glory.

INFO

- **DEVELOPER**
  Midway
- **PUBLISHER**
  Midway
- **GAME TYPE**
  Sports Sim
- **PRICE**
  £39.99

PlayStation.2
NHL HITZ 20-02
MIDWAY

DETAILS

- 30 licensed NHL teams.
- Exhibition, Championship and Franchise modes.
- Intro music by Limp Bizkit.

OVERALL

Not as po-faced as *NHL 2002*, but still a belting title that transcends its steep learning curve and serves up the best hockey on PS2 so far.

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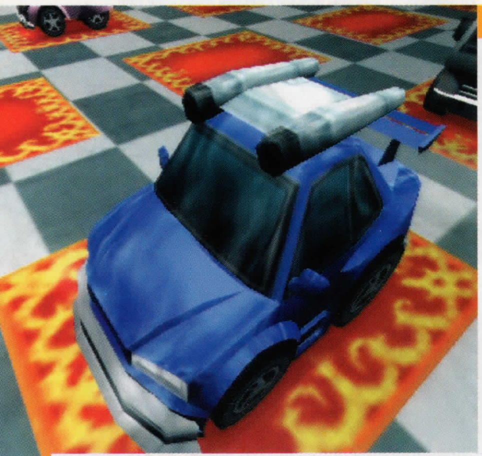
NOT PUCKIN' BAD

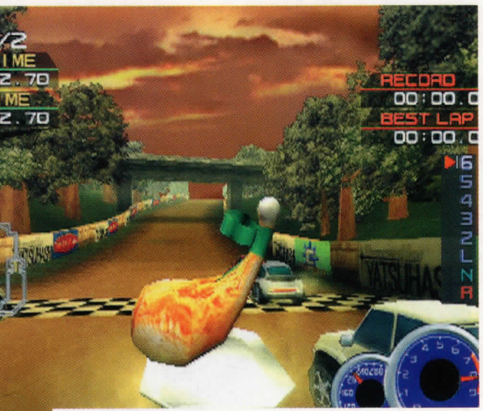
OUT UK NOW

PENNY RACERS

At one pence per car this should cost just over a quid. But it doesn't. It costs £29.99. That's a lot of shrapnel...



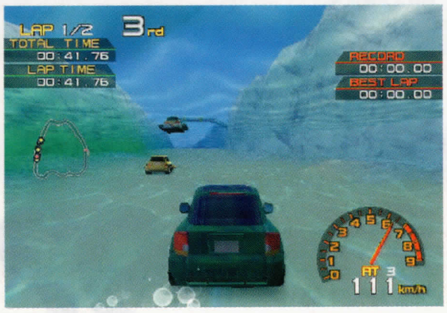
PULL M'CARTNEY AND WINGS: The wings extend during high jumps allowing you to glide over competitors.



CHICKEN RUN: One of the more surreal vehicles to unlock, the drumstick's good on the straights but well twitchy on corners.

As far as a hybrid of *GT3* and *Super Bombad Racing* goes, this one's down with the dregs. It's neither one thing or another, leaving it desperately trying to balance its detailed set-up menus against slapstick handling and primary coloured looks.

Take it as a kart game and you'll be disappointed by the lack of power-ups and weapons. Take it as a serious racer... actually there is no way you can take this seriously. It is, to all extents, kiddy *GT3*. You've got to complete driving tests in order to unlock tracks and race to win credits for all those lovely new cars and parts. Which brings us to the sole highlight of the game.



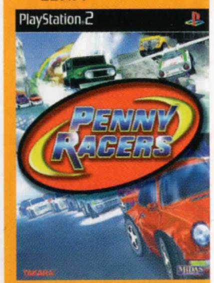
FLOATING BOATER: Even underwater a decent engine can boost you up through the field. It's better than using pontoons.

Upgrades here, thankfully, don't result in some occult alteration on your handling, they're upfront and in your face. So, if you're having trouble with a track that's got a water section, buy yourself a pair of strap-on pontoons or a powerful engine that'll work on the riverbed. The same applies for short cuts only accessible by air – for those you'll need to grow wings.

It's refreshing to see such an approach to extras, and a terrain varied enough to accommodate all forms of customisation. But is it enough to keep us at it, to keep us hankering for that next special add on? Sadly, no. Even compared to the lame efforts of *RC Revenge Pro*, this is below average. There's a huge gap at the top of the kart market, so why's no-one trying harder to fill it? Eh? **PSM2**

INFO

- **DEVELOPER**
  Takkara
- **PUBLISHER**
  Midas Games
- **GAME TYPE**
  Arcade Racer
- **PRICE**
  £29.99



DETAILS

- 102 body shells.
- An unlockable list of options to tune, clean, paint and customise your car.
- Multi-player modes.

OVERALL

A bright and solid dinky racer hard-shouldered miles before the finish line by its split personality. Decent price point, though.

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FIDDLY

OUT UK NOW

STUNT GP

Team 17's RC racer's been in development for years. Time well spent, huh?

REVIEWER: Marcus Hawkins

"That doesn't look very good," said my missus as she passed by the TV on Saturday night. She's very perceptive. *Stunt GP* lacks any kind of style. It's not a game that's going to hitch up its skirt, flash a milky white thigh and tease you into picking up a pad.

The moment you slip the disc into the machine you're treated to some tedious logo and loading screens before hitting the main menu. Head for the options and try to configure your pad... you can't. You can only choose between A, B or C set-up. You have to refer back to the manual to find out what the buttons do in each of these, there's no info on-screen. Head for the audio options – er, stereo or Dolby 5.1? Nah, stereo or *mono*, mate. These aren't huge problems, but are signs that maybe it's not had the attention it deserves.

Still, it's the racing that counts. Like *Rumble Racing* and *SSX* before it, *Stunt GP* encourages you to crack off stunts if you want to finish in the top placings. Each car has a certain level of energy, and by knocking out spins, rolls, powerslides and the like, you keep it topped up (so you won't need to waste time – and lose places – recharging later in the race).

It's a balancing act though. You'll need to offset pure racing with pulling stunts (which will leave you briefly trailing behind the pack), and turboing (which drinks your energy).

The main problem with Stunt GP is that it just ain't exciting enough. 'Welcome to the adrenaline-fuelled world of *Stunt GP*!' the manual says. Shyeah, right. After enduring the gusset-shredding rush of *Burnout*, *Stunt GP* feels like a trundle round Sainsbury's with your girlfriend. The cars available at the start of the game just aren't thrilling enough, and it hasn't got that hook to keep you trying to unlock the better ones.

Then comes the physics. As you'd expect, the vehicles, being remote-controlled cars and everything, bounce and flip onto their roofs if you hit the ground too hard after a jump. That's fine, if infuriating when you've already stopped pulling a stunt to try and land safely. But it's when the cars don't react like RC cars should – the invariably rubbish acceleration, the sluggish responsiveness – that we get really angry.

It takes far too long to reach the more interesting tracks too. Look at the name. This is Stunt *GP* – we want more loops, more vertigo-inducing drops, more of everything, really. The stunts themselves are hugely uninspiring. Head for the Stunt Arena and – apart from the confusing camera work – you'll realise how easy it is to pull off a stunt by accident. When Hop – 'a short jump' – is classed as a stunt, there's something wrong, surely.

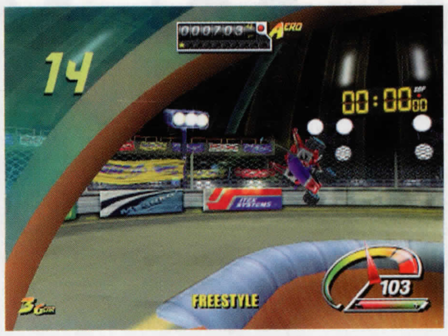
Damn it, it *tries*. There's the Aero Miles feature, where the longer you stay in the air, the higher your score gets, and the more cash you get to upgrade your car kit with. But that's about it. You won't want to come back for more... **PSM2**

Brace yourself – Stunt GP is out now. But by now you shouldn't care...

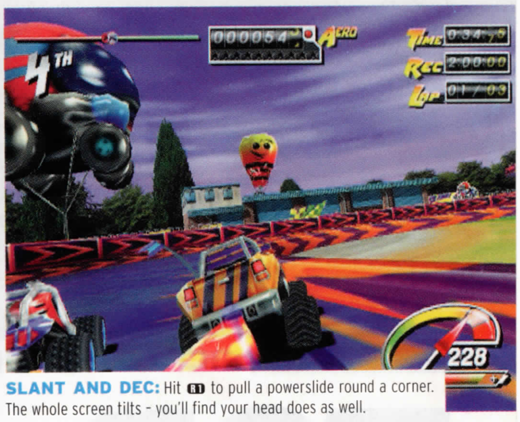
"IT'S NOT A GAME THAT HITCHES UP ITS SKIRT AND FLASHES A MILKY WHITE THIGH TO TEASE YOU"

INSIGHT

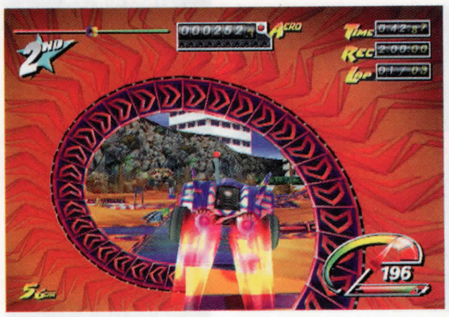
- **Team 17 were formed in December 1990. In June 1991, they released their first game – a beat-em-up called *Full Contact* – for the Amiga.**
- **Their most successful game so far is *Worms*.**
- **They currently have 60 members of staff and are based in Ossett, West Yorkshire.**



STINKY FEAT: The camera annoys us in the Stunt Arena. It never gives you a satisfying view of the bowl you pull tricks in.



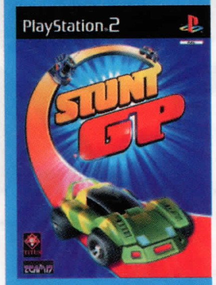
SLANT AND DEC: Hit R1 to pull a powerslide round a corner. The whole screen tilts - you'll find your head does as well.



LOOP-A-SCOOP: After taking a loop, you jump back through it. There aren't enough of these exciting moments.

INFO

- **CODE TESTED**
  PAL (UK)
- **DEVELOPER**
  Team 17
- **PUBLISHER**
  Titus
- **GAME TYPE**
  Driving
- **PRICE**
  £39.99
- **ESSENTIALS**
  1-2 Player, Memory Card, DualShock 2



DETAILS

- **24 tracks, set across eight different environments, plus a Stunt Arena.**
- **20 different tracks.**
- **35 Stunts (including the dubious 'stunts' of 'Slide' and 'Hop').**
- **Five play modes – Arcade, Exhibition, Time Trial, Stunt Challenge, Championship.**

MACAULAY CULKIN'S CHOICE

1 **RUMBLE RACING**
Loads of smart effects, buckets of speed and nitros-for-stunts play. Not that deep though.

2 **RC REVENGE PRO**
It's big, it's got power-ups, it's got boats 'n' stuff. It's still a pig to look at.

3 **STUNT GP**
Inoffensive but ineffective, you'll kick yourself for wasting money on this.

PSM2 VERDICT

GAMEPLAY
+ Mindless stuff, with *some* good ideas.
- The stunt aspect's just not cool enough.

GRAPHICS
+ The bright backgrounds are OK.
- The on-screen info's a turn off.

SOUND
+ Lots of different tunes, even if they do sound like menu music.
- The cars sound rubbish. Parp their horns for a laugh. Go on.

LIFESPAN
+ It's a challenge alright.
- You won't grow to love it.

OVERALL
In the *Stunt GP* lunchbox, there are few good sarnies. We can't be arsed to play this again, and we can't imagine you would either.

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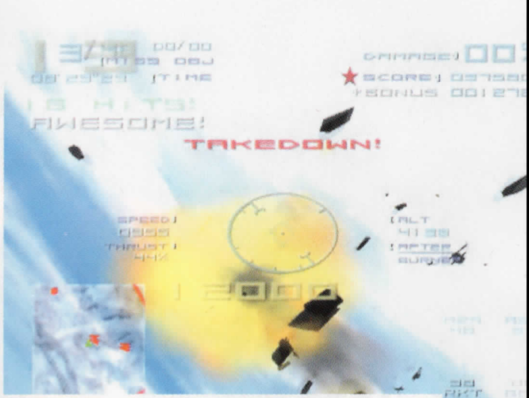
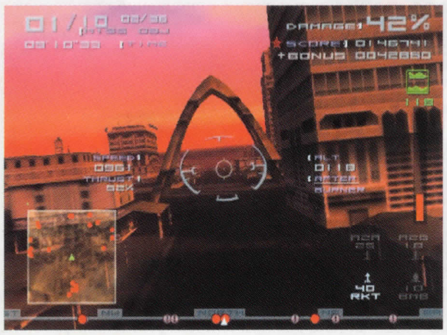
REMOTE



BOMBERS AWAY: The bigger they are, the prettier they fall as this ex-bomber demonstrates. Nice shower of debris, too.



STREET KEENER: The arches and underpasses of Gulf City just beg for some hi-speed low-level action.

OUT UK NOVEMBER 16

TOP GUN: COMBAT ZONE

Bombs over Baghdad? Games imitating life? Possibly, but how does it fly?

REVIEWER: Jonathan Bryant

Seems peculiar that in a climate where any game with even a whiff of terrorism has been hurled down the release schedule, that *Top Gun* – which features bombing raids on Gulf cities – should come through unscathed. A moral judgement on the behalf of Virgin Interactive, or pure coincidence? That's a decision we'll leave to you, as all we're really concerned about here is whether it's any good as a game.

> **"ENEMY GROUND-TO-AIR FIRE RESEMBLES A LONG LINE OF ORANGE ICE LOLLIES BEING TOSSED AT YOU"**

As we said in our preview last issue, there were a few things that failed to jiggle our joysticks but, thankfully, this latest build has addressed the majority of our concerns.

The occasional slowdown has been rectified and the handling of all eight craft has been refined to make missions more or less challenging depending on which plane you select. Go for the Tornado, for example, and you have a greater length of boost and a faster rate of cannon fire over the JSF.

Replays have been renovated as well, and you're now treated to the spectacle of your pilot waggling his head around, scanning the skies for bogies. And yet, there's still problems with what the auto editor chooses to focus upon. We want to see our best takedowns, the moment when we flew between the legs of an oil rig – not how beautiful our wing looks against a slash of bright blue sky.

Problems still arise from you being a bit tired and crap at the end of a mission and making one stupid mistake in the closing stages. This is an arcade blaster, so why not include a few floaty auto save points to fly through or something? Anything to avoid wasting all the good work you've done and having to restart yet another mission.

Sadly, the game also doesn't reward you for fancy flying, leaving you wishing for a score system more akin to that used in *Sky Odyssey*. Then there's the slightly, er... hit and miss, weapon effects. Missiles put up a convincing show of con trails and plausible detonations, but enemy ground-to-air fire resembles a long line of orange ice lollies being tossed at your canopy.

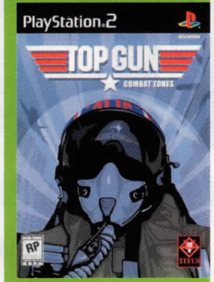
Minor ailments admittedly, but they all help get between you and the genuinely exhilarating experience of piloting a low-level attack jet into combat. It's as if the game's suffering from an identity crisis, leaving you unsure whether it's heading the totally arcade route, or trying to retain some kind of po-faced flight sim credibility. It's a hybrid, it's subtly flawed, but it's the only game to allow you to fly planes with guns. *Afterburner* freaks will find nothing but airborne pleasure here. **PSM2**

It's in the air the second-half of November.

BITE THE BULLET: Depleted uranium or Gatecrasher kids throwing glo-sticks? Either way, it's pretty scary stuff.

INFO

- **CODE TESTED**
  PAL (UK)
- **DEVELOPER**
  Digital Integration
- **PUBLISHER**
  Virgin Interactive
- **GAME TYPE**
  Arcade Flight Sim
- **PRICE**
  £39.99
- **ESSENTIALS**
  1 Player, Memory Card, DualShock 2



DETAILS

- **A Quick Start option that allows you to select any plane on any map with any level of enemy presence – basically a chance to ramp up the difficulty level.**
- **Eight attack craft: Tomcat, Hornet, Raptor, Phantom, JSF, YF23, Osprey and Harrier.**
- **21 stand-alone missions that take you from the jungles of South East Asia to the ice flows of the Arctic ocean.**

INSIGHT

- **In-game music was preformed by Audio Suspects and, apart from a few strains of plaintive guitars when you crash and burn, there's nowt to link the games tunes to those of the film. Unless, as rumour has it, Kenny Loggins' seminal Danger Zone is to be used to accompany the intro sequence. Oooo...**

MAVERICK'S CHOICE

1. **STAR WARS: STARFIGHTER**
   Without a single Tomcat in the hangar, but still the best arcade-style blaster out there.
2. **THUNDERHAWK: OPERATION PHOENIX**
   Hot chopper action with plenty of variety in mission structure.
3. **TOP GUN: COMBAT ZONES**
   Hampered by its focus on low-level action.

PSM2 VERDICT

GAMEPLAY
+ Bold, ballsy and full of satisfying low-level stunts.
- No real mission variation. Golden rule: kill everything.

GRAPHICS
+ Vast, well designed levels with plenty of detail to distract the eye.
- Buildings elongate on the city levels when banking.

SOUND
+ Hearing your afterburners kick in.
- No Loggins in the version we're playing. Damn you, Virgin.

LIFESPAN
+ Three difficulty levels and the Quick Start mix 'n' match.
- The kill, kill, kill mentality could grind you down.

OVERALL
Falls way short of its high-flying pretensions due to limited mission structure and a myopic focus on ground-level combat.

67

BLASTED

Force feedback. As real as it gets.

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OUT UK NOVEMBER 09

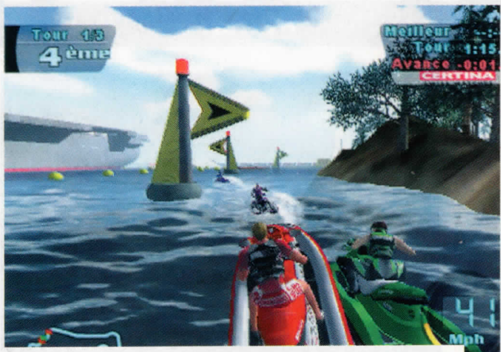
SPLASHDOWN

"IT'S THE ONLY PS2 GAME THAT MAKES YOU WANT TO GET WET"

SEA-DOO
SEA-DOO
SEA-DOO

SPLASHDOWN

"THE OCEAN LOOKS AND FEELS ALIVE"



CANAL BARGE: You can get away with using a certain amount of muscle around the courses, but overdo it and you'll be swimming home.

After an initial wave of racing excitement, you might be leaving Atari's racer out to dry.

REVIEWER: Daniel Dawkins

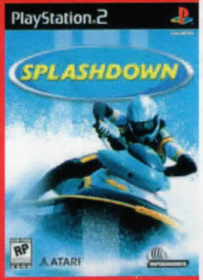
Sea-Doos, eh? What took them so long? We've had skateboards, scramblers, BMX's, and snowboards, but nothing quite so... wet. Let's face it, Sea-Dooing's about as cool as cuddling a radiator in an adult nappy. The only 'serious' riders are Bovril-skinned foreign blokes, and self-made men with trophy brides and vintage Ferraris. But despite the credibility-imploding handicap of permed hair, neon wet-suits and soft-rawk, Rainbow Studios have crafted one of the most deceptively gripping racing games on PS2 – combining *SSX*, *Rumble Racing* and a billion gallons of salty glug with flawed success.

The water. Look at it. It's bleedin' real, innit? Apart from *MGS2* or, perhaps, the dreamy puddles in *Baldur's Gate*, we've never seen hydrogen compounds like it. While the translucency's nothing *truly* special, the movement of the water is astounding. As you whip your Sea-Doo against the salty wash, huge micro-fine jets of spray moisten the screen. Waves delicately lap the coastline, buffeting your craft with lurching menace. The ocean just looks and feels *alive*. Marvelling at the delicious crystal glow of the Barrier Reef course, more than one team member expressed a desire to go swimming. It's the only PS2 game that makes you *want* to get wet.

Essentially, *Splashdown*'s a frantic racer with a smattering of outlandish tricks. The controls are laudably simplistic, offering intuitive, rewarding response. The left Analogue's responsible for movement, ⊗ for acceleration and the shoulders for tricks – and that's basically it. The clever part's the way your craft responds to the Analogue ▸

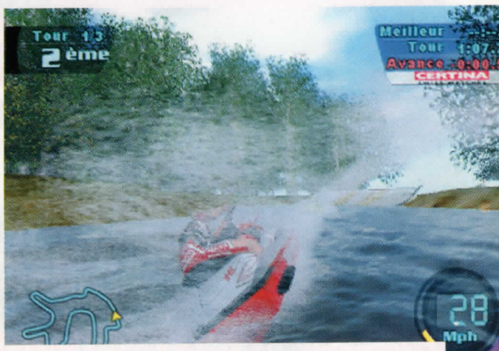
INFO

- **CODE TESTED**
  PAL (UK)
- **DEVELOPER**
  Rainbow Studios
- **PUBLISHER**
  Atari
- **GAME TYPE**
  Racing
- **PRICE**
  £39.99
- **ESSENTIALS**
  1-2 Player, DualShock 2, Memory Card

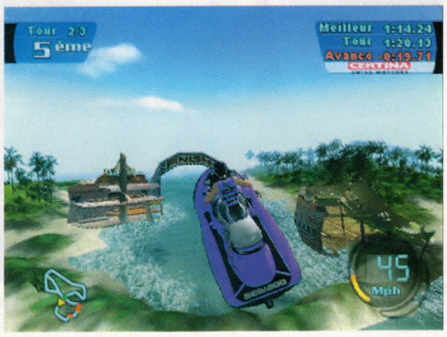


FEATURES

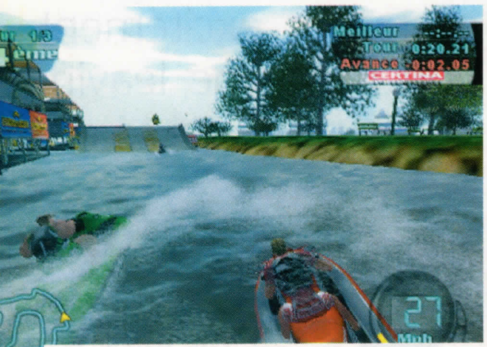
- Training mode with voice-over tutorials.
- 16 tracks including Maui, Barrier Reef, Venice and Loch Ness.
- Career mode with Duel races to boost your team roster.
- Eight licensed tunes including tracks from KMFDM and The Donnas.
- Arcade mode featuring Free Ride and balloon collecting Countdown mode.
- Two-player Versus mode.



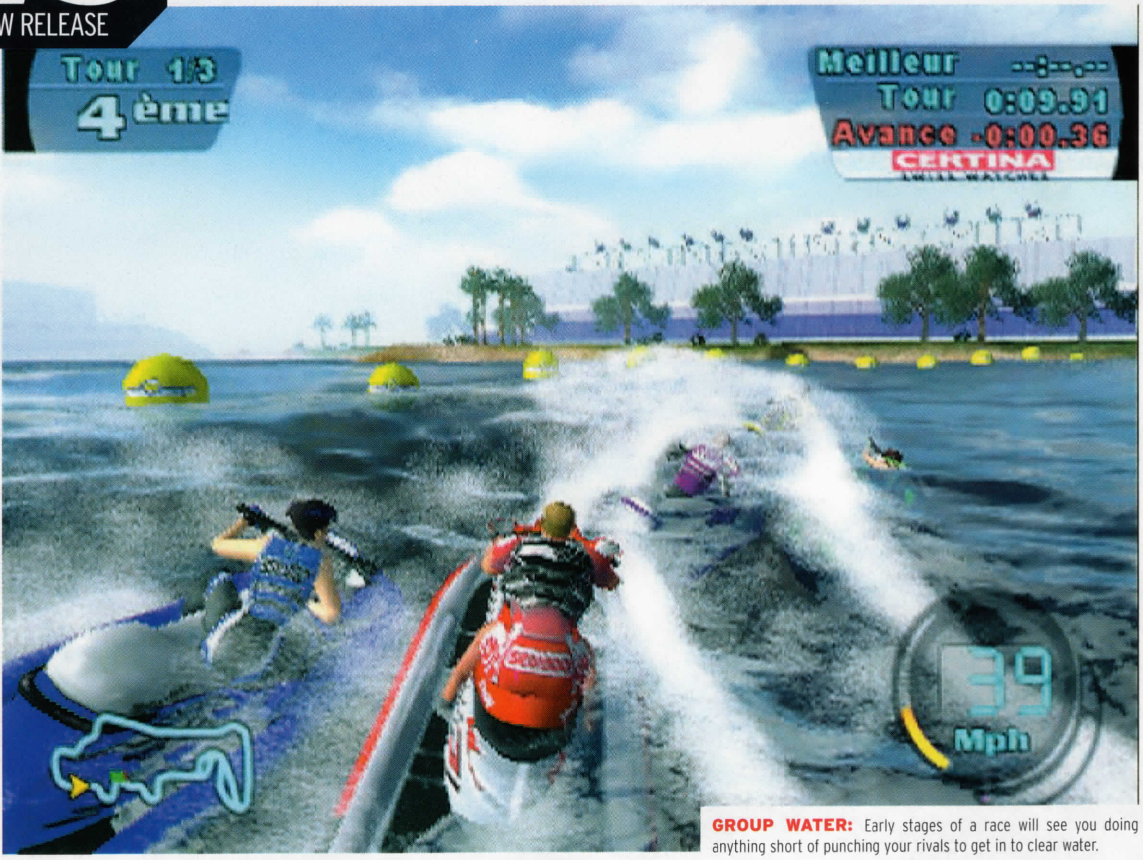
MIST THE BOAT: Wipeouts are accompanied by impressive veils of spray. Some *MotoGP 2*-style droplets on the screen would've been nice.


Tour 2/3
5ème
Meilleur 1:14.24
Tour 1:20.13
Avance
CERTINA
45
Mph

LANDING CRAFT: You'll need to negotiate small land masses to get round the course in the quickest time, usually by air.


Meilleur
Tour 0:20.21
Avance -0:02.05
CERTINA
27
Mph

WAKE ME UP BEFORE YOU GO-GO: The only problem with following another rider is the annoying spray they whip up.


Tour 1/3
4ème
Meilleur --:--.--
Tour 0:09.91
Avance -0:00.36
CERTINA
SWISS WATCHES
39
Mph

GROUP WATER: Early stages of a race will see you doing anything short of punching your rivals to get in to clear water.

▶stick. Stab forwards and the Sea-Doo's nose dips into the water, pull back and it aquaplanes – boosting your top speed. With practice, you'll be instinctively correcting your jumps with delicate nudges, jabbing at the ocean to make pin-point turns and yanking back to maximise velocity. It really feels like you're wrestling with the ocean.

The tricks are neatly integrated into the racing action. Simply press a shoulder button and tap an Analogue direction – *SSX* has a lot to answer for – to unleash an implausible grab. The basic level tricks, like Shin Grabs and Heart Attacks can be performed at a whim, while complicated moves like the Wu Ping Crane require multiple button taps and joypad rotations. Landing a difficult move increases your Performance Meter – raising the Sea-Doo's speed and handling. Crashing or missing a flagged turn decreases it. Simple, eh?

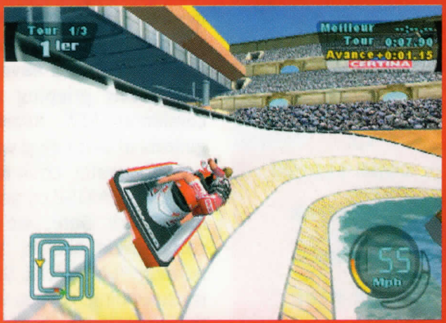
STEREO TYKES

There's a Training mode to ease you in, replete with teeth-grindingly patronising commentary. "You want to watch out for that," pipes a female voice as you hit a concrete post. The tutorials are delivered in the tone you'd use with a small child, or find on some other DVDs – short of ruffling your hair, it couldn't be more condescending. The riders' voices are equally buttock clenching. The French character cries 'Sacre Bleu' every time he falls – no, really. Other gems include 'No worries', 'Gnarly dude' and 'Game Over Man' – delivered in true Keanu Reeves dudespeak. Cool? You'd rather eat your hands.

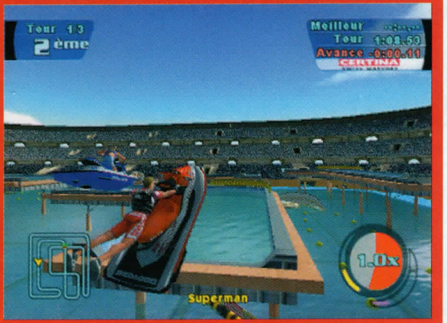
The Career mode is where you'll spend the bulk of your time. Pick a 'radical' character and win races to unlock new courses. Success hinges on a rolling points system, so if you win a few races outright you'll only need to finish, say, fourth, to reach the next track. Every couple of tracks, you're invited to a Duel – a head-to-head race in a mind-boggling aquapark. If you win, the opponent joins your racing team, increasing your roster of characters. Like *SSX* each character has unique skills. Unlike *SSX* they're all total gibbons. A fat one with high top speed, a little 'un with good turning… and so on.

DUEL ON THE NILE

The Duel mode pops up between races, giving you the chance to add new racers to your team. Taking place on ludicrous aquaparks – with whizzy speed banks and monster jumps – you've got to win a head-to-head race against your chosen rival. The AI's well balanced so you're always jostling for position on the tight bends. Since the course is basically a big swimming pool, the water looks better than pretty much anywhere else in the game.


Tour 1/3
1er
Meilleur
Tour 0:07.90
Avance +0:01.15
CERTINA
55
Mph

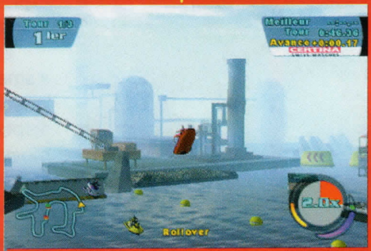
WIDE BOY: Slingshot your Sea-doo up on to the banking part of the course to either overtake or stay ahead of the other challenger.


Tour 1/3
2ème
Meilleur
Tour 1:03.50
Avance
CERTINA
1.0x
Superman

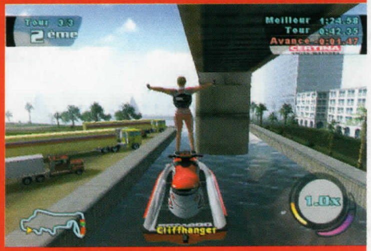
MAN OF STEAL: Get as many stunts in to keep your performance meter up. Your opponent's not daft, so you'll need a slight edge.

BRING THE SPLASH DOWN!

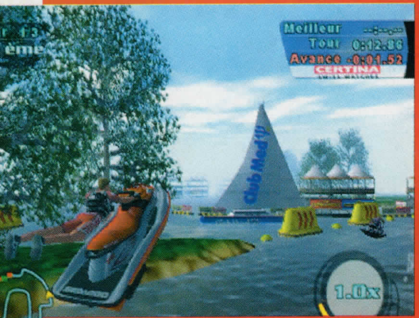
The game's stacked with handily placed ramps, allowing you to explore your full repertoire of tricks. While the basic moves can be accessed by a simple tap of the Analogue stick, the advanced moves require complex beat-em-up style rotations. Each character has a signature move, like Rafael's 'intriguing' Flailing Gibbon. The harder the trick, the more it boosts your performance meter. Repeated tricks score less in true extreme sports fashion. Hmm, standing on your Sea-doo 60-foot in the air, is that safe?


Tour 1/3
1er
Meilleur
Tour
Avance
CERTINA
2.0x
Rollover

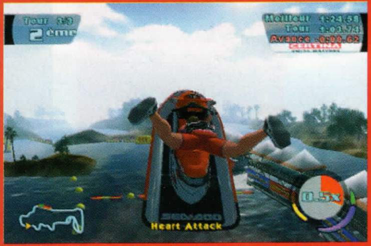
SADDLE BRAG: Make use the dynamic camera control to get a good eyeful of your more spectacular stunts.


Tour 1/3
2ème
Meilleur
Tour
Avance
CERTINA
1.0x
Cliffhanger

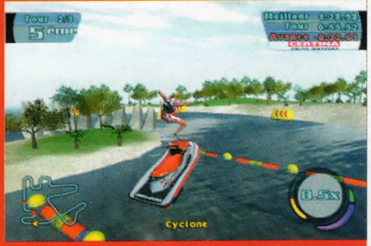
CROSS REFERENCE: The intro screen reminds you that trying this kind of thing's dangerous. Well, duh!


Meilleur
Tour 0:12.86
Avance -0:01.52
CERTINA
Club Med
1.0x

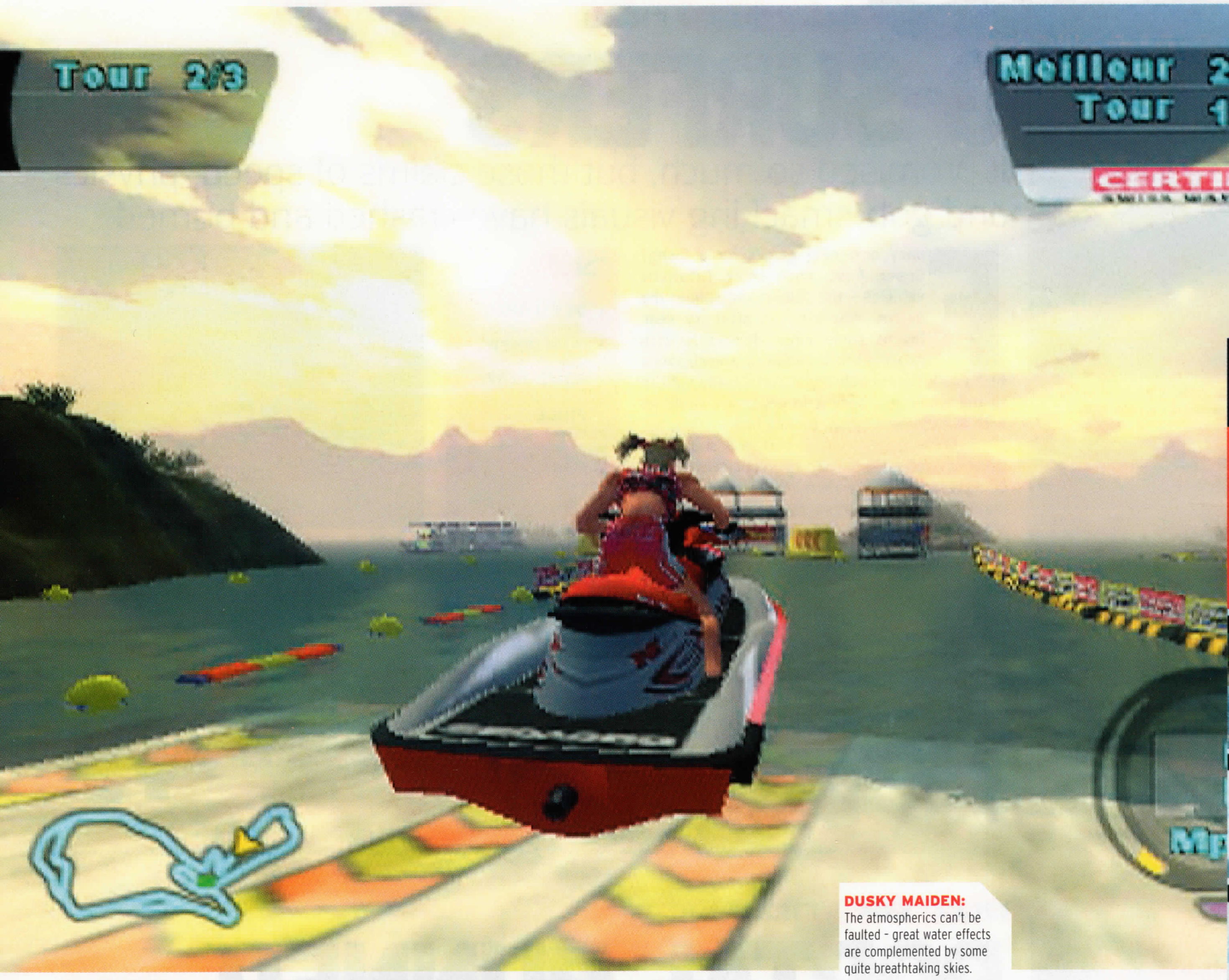
PILOT LIGHT: There's no immediate advantage to letting your lardy arse leave the Sea-Doo in mid-air…


Tour 2/3
2ème
Meilleur 1:24.58
Avance
CERTINA
0.5x
Heart Attack

BOOST OF SHOW: …but holding on to a Heart Attack or Superman for as long as you can will improve your boost.


Tour 2/3
5ème
Meilleur
Tour
Avance
CERTINA
0.5x
Cyclone

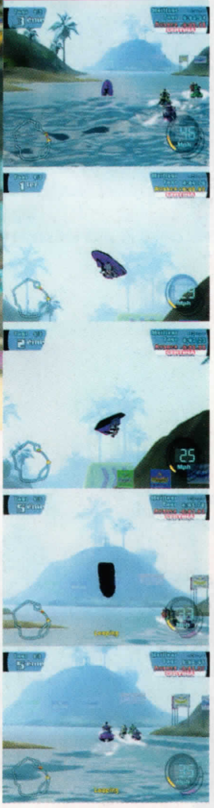
SWEET RELEASE: Signature moves mean that for one heart-stopping moment handlebars mean nothing.



DUSKY MAIDEN: The atmospherics can't be faulted - great water effects are complemented by some quite breathtaking skies.

IMPACT POINT

Stab the Analogue stick forward to plunge your Sea-Doo into the surf. If you've got enough speed, you can use your natural buoyancy to bunny hop out of the water. Yanking the stick back as you emerge, makes the 'Doo go into a 360° body spin. Skill.



"UNLESS YOU REALLY WANT TO UNLOCK EVERY RIDER'S WARDROBE OF SWIMMING COSTUMES, YOU MIGHT NOT HAVE THE PATIENCE TO KEEP GOING"

INSIGHT

In 1968, Bombardier Inc, a Canadian company best-known for its Ski-Doo snowmobiles, came up with a similar idea for the water. In fact, Bombardier pioneered the Sea-Doos that we know and love today.

The tracks are the stars of the show. From the drizzly, blackened rivers of the Everglades to the sparkling waters of the Barrier Reef, there's scarcely a weak moment. Best of all, you've really got to work the terrain if you want to succeed, anticipating each bend, jockeying the turbulent patches and bunny hopping the waves to jump small obstructions. It's an emotional roller coaster.

RASPBERRY RIPPLE

The racing's hard. Not impossible – just testy. Even on the Easy setting, one mistake can make the difference between success and failure. If you're knocked off your Sea-Doo by another racer, you'll *know* it's the end of the race. Each level follows that perfect practice–swear–restart formula, culminating in pant-spoiling joy when you finally nail the opposition. Your competitors are aggressive, devious and just as likely to make a mistake as you. While there're no *outrageous* short cuts, there's plenty of scope for cutting bends and perfecting your racing line. The knife-edge racing's roaringly compulsive – well, at least until you've unlocked all the tracks. Sadly, once you've unlocked everything, there's no burning desire to return. The basic race–jump–swear dynamic is the same from track to track – there's no real stand out moments. The two-player mode's fun for a while, and there's some balloon collecting sub-games. But unless you *really* want to unlock every rider's full wardrobe of largely identical swimming costumes, you might not have the patience to keep going.

For all its sweary thrills, *Splashdown* is essentially quite limited. Save for some impressive spray, there's little we haven't seen before – a salty pastiche of *SSX*, *MX Rider* or any extreme sports game you'd care to mention. At its height, when you're jostling through the busy pack, there's little to touch it, but without the tension of competitive racing the excitement falls flat. The trick system just isn't complicated enough to stand on its own.

Tour 1/3
4ème
Meilleur
Tour 0:03.54
Avance -0:00.70
CERTINA
54
Mph

HE'S ON THE FOAM: Visually you'll be convinced you're racing on water, but the handling might take a fair bit of getting used to.

It's not a cool game, but then the problem with being *cool*, with hating every popular trend and acting frostily implacable, is that it isn't much *fun*. Sometimes you just want to wear neon pants and do a lot of shouting. *Splashdown*'s foaming with such short-lived cheeseball thrills – all from the credibility-protecting safety of your living room. **PSM2**

Slip into a pair of Speedos for Splashdown's *November release.*

COUSTEAU'S CHOICE

1 **MX 2002**
Bikes. Dirt. Stunts. Racing. Surprisingly well done.

2 **SPLASHDOWN**
Sea-Doos. Water. Stunts. Racing. A patchily exhilarating game let down by repetitive structure.

3 **MX RIDER**
Bikes. Dirt. Stunts... and pigeons. No, not really. Entertaining, but rougher round the edges than *MX 2002*.

PSM2 VERDICT

GAMEPLAY
+ Instinctive dynamics, rewarding racing.
- Simplistic tricks, feels a bit 'heavy'.

GRAPHICS
+ Awesome waves and shimmering reflections.
- Occasional glitching and visible draw distances.

SOUND
+ Some great tunes and lovely splashes.
- Some awful tunes and dire voices.

LIFESPAN
+ Lots of tracks, lots of challenge.
- Repetitive, no real incentive for replay.

OVERALL
It sweeps you up and suddenly drops you flat. Deceptively engrossing, high-adrenaline racing can't atone for the lack of innovation.

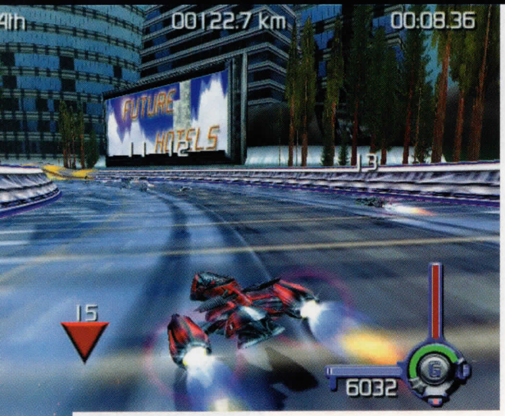
75

TURBULENT

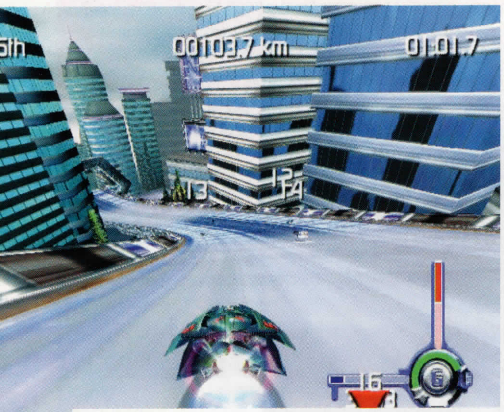
OUT UK NOW

G-SURFERS

It promised so much, but those claims of speed, physics and gob-smacking visuals have crashed and burned.



GO-FASTER STRIPES: Yellow stripes boost as you drive over them, but red ones let you build up turbos for later.



SKY SURFERS: When the craft leaves the track, you can control its pitch and yaw to maintain your speed on landing.

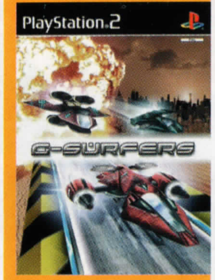
Fancy designing games for a living? Super. First, draw some futuristic vehicles – the shinier and spikier the better. Now pick an arbitrary year, invent some edgy characters with goatees and dreadlocks, and choose a technically improbable top speed. Finally, set fire to the whole lot, bury it in peat, and *come up with something original*. Bloody hell.

Let's be honest – *G-Surfers* is a shameless clone of *WipEout*. It ditched its unique selling point of recreating famous monuments to crash into during its early development, leaving you to fire around imagined cities at a ludicrous 10,000km, hitting speed burst patches without a single weapon to relieve the tedium. And it all chugs along at a spritely 30fps. It's like drag-racing in a people carrier. The handling's actually slightly better than Acclaim's *Extreme-G 3*, but victory's never assured – other racers can ruin it all simply by pinballing you into the side.

The saving grace, though, is Trackman. The oddly-monickered Level Editor's as intuitive as Lego. Laying track's as simple as holding ⊗ and steering; with bridges, gaps and forks added via a chunky side interface. Loading times between the editor and a test run are virtually non-existent, making minor tweaks a matter of ease. Unfortunately, it's little more than an interesting technical exercise bolted onto a sub-standard game. Pity. **PSM2**

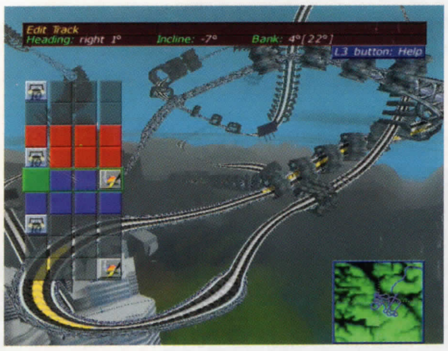
INFO

- **DEVELOPER**
  Blade Interactive
- **PUBLISHER**
  Midas
- **GAME TYPE**
  Future Racing
- **PRICE**
  £29.99



DETAILS

- 16 drivers and vehicles.
- 30 tracks.
- Track Editor.



TRACK TO BASICS: Custom tracks can be placed anywhere in the world, from the mountains of Tibet to the middle of the Atlantic.

OVERALL

If you *really* want to build a race track, just spend 40 quid on Scalextric kit and glue cardboard spikes to the cars. Mmm... shiny.

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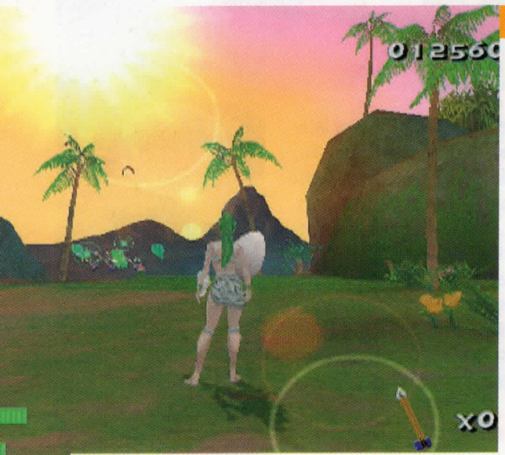
LIMP

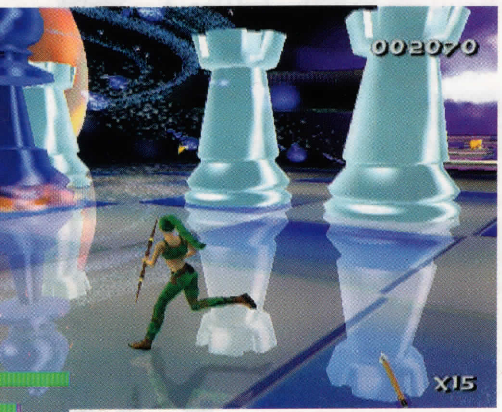
OUT UK NOW

PORTAL RUNNER

Can lion-taming platform nonsense with bikinis save the *Army Men* series? You must be having a laugh…



ENVIRONMENTAL URGENCY: The levels look rushed and lack any PS2 polish at all. Not terribly impressive.



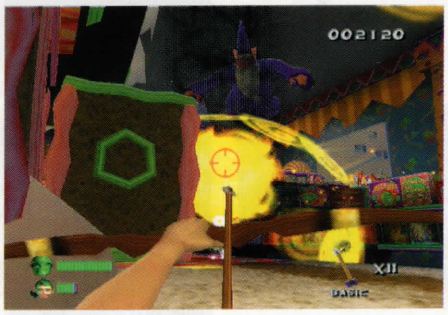
CHESS ME: You'll find yourself in some typically *Army Men* situations, with added extra-dimensional weirdness.

Have you noticed how most PS2's are bundled with *Army Men* games? Why? 'Cos they're shite. Shops can't give 'em away. But *Portal Runner*'s different – simply mediocre. Meat and two veg platforming with the emphasis on sprouts.

As hot-panted journalist Vikki Grim, you'll be leaping platforms, solving Dale Winton-friendly puzzles – usually by shooting things – and communicating with your friendly lion. Yes, *lion*. In a vaguely novel twist, your grizzly pal can be ordered to sit still and attack things. The platform world prickles with filmic nostalgia, including Smartie-firing Gingerbread men and velociraptors – it's like watching pirated Spielberg films through a pair of tights. Glitching's kept to a minimum and the 3D camera's quite workable. Given 3DO's PS2 pedigree, it's almost commendable that *Portal Runner* looks like a good PSone game.

Problem is, the feel's lazy and unpolished. You can't see Vikki's shadow until the *very* last second, making simple leaps onto moving platforms a bravura task of concentration and camera manipulation. It's equally aggravating dodging bullets and making delicate turns. You'll learn to compensate, but resent the imposition.

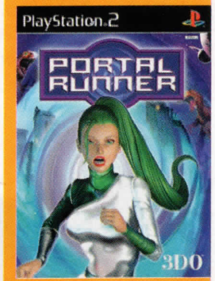
You'd never buy this at full price, but you wouldn't *hate* granny for offering it as a Christmas present. If you're looking for an infuriating – oft rewarding – old-skool platformer, this'll do. Everyone else should look elsewhere. **PSM2**



CROWD SAY BOW! SELECTOR: Vikki's weapon can fire a variety of missiles. Explosive arrows can open new areas.

INFO

- **DEVELOPER**
  3DO
- **PUBLISHER**
  3DO
- **GAME TYPE**
  Platform
- **PRICE**
  £39.99



DETAILS

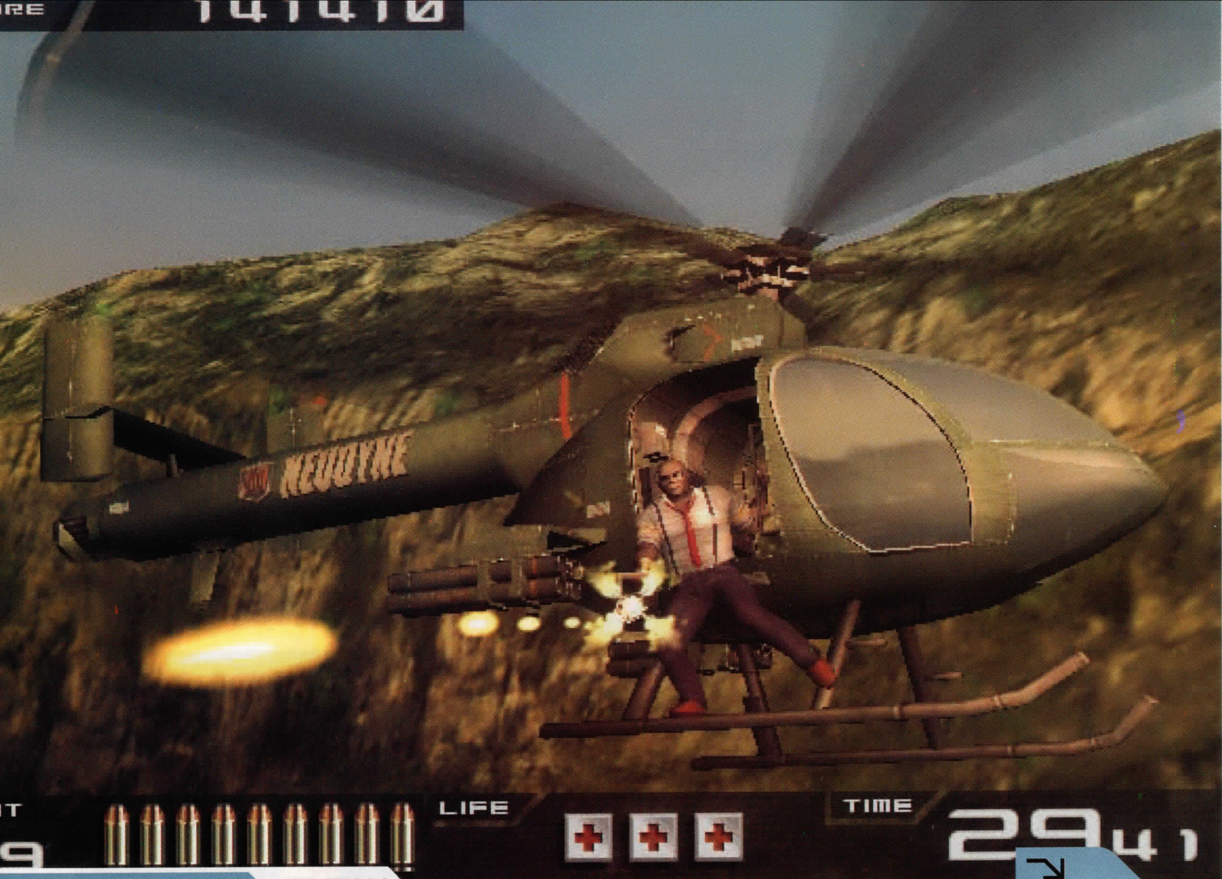
- Four difficulty levels: Dream, Easy, Normal and Expert.
- Two-player Duel mode.
- Movie theatre to replay cut-scenes.

OVERALL

Masks solid platforming and rewarding puzzles behind infuriating controls and unbalanced level design.

55

TESTING



OUT UK NOW

TIME CRISIS 2

Don't chuck your original G-Con just yet – it can be Cagney to your Lacey.

REVIEWER: Richard Owen

Coming a mere three years after its arcade release, the game that PSone owners dreamt about is finally here. After the success of the original *Time Crisis* on PlayStation, the conversion of its follow-up was expected as a matter of course. Just why this sequel failed to appear is a question guaranteed to raise the hackles of original PSone owners even now, especially if you bring up the hugely disappointing *Time Crisis: Project Titan*.

So this sequel's well overdue – but it's definitely nowhere near past its sell-by-date. *Time Crisis 2* may be unerringly faithful to its arcade heritage, but it also sports shiny new facets that're definitely from the right side of the Millennium. If you've spent any time feeding the coin-op, the first thing you'll notice is the PS2 version's massively enhanced visuals. The characters and environments look almost exactly as before, but the PS2's superior hardware now allows for extra animation and more detailed textures, all ensuring that the game drips with visual jewellry.

In addition to these graphical enhancements, the game now sports four new mini-games. Three of which are predictable target range shooting affairs. The fourth, though, will be familiar to anyone who's ever sampled the delights of anywhere like Weston-super-Mare or Rhyl. Step inside any grotty seafront amusements and you're virtually guaranteed to come across a dusty *Shoot Away 2* machine. Now thanks to *Time Crisis 2*, we can all enjoy blasting virtual clay pigeons without having to endure a soggy, sand-encrusted Mr Whippy.

Being a gun game sequel, naturally two-player support is a matter of course. Not only does *Time Crisis 2* allow for twin GunCon 2s or G-Con 45s, you also have the option of i-Link or split-screen play. Both versions serve to crank up the fun tenfold with co-operative play, but, unless you've got a multiplex-sized TV, the tiny view of your allotted view in spilt-screen mode makes it irritating to play.

Time Crisis 2 is arguably one of the finest gun games ever and this PS2 conversion is definitely the best version yet. But like virtually all coin-op games, the thrills can be short-lived as this title wasn't designed with hours of sustained play in mind. Consequently that trigger finger will stop itching all too soon, and taking down megalomaniacs starts to lose its appeal.

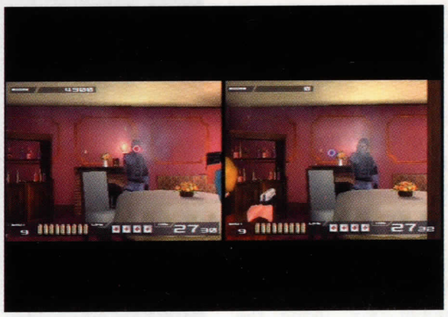
This is a game to be played in short, sharp bursts only. If you want longevity these hollow tips are not for you. **PSM2**

Buddy up with a dysfunctional friend and get ready to go maverick cop now.

"THE PS2'S SUPERIOR HARDWARE ALLOWS FOR EXTRA ANIMATION AND MORE DETAILED TEXTURES... THE GAME DRIPS WITH VISUAL JEWELLRY"

INSIGHT

- The third in Namco's lightgun series arrived in 1999. *Crisis Zone* reverted back to a single-player, but to compensate for the loss of a partner, the game now came with a sub-machine gun and pedal operated shield.



THROUGH THE KEYHOLE: Play the split-screen two-player mode on a tiny portable TV for a homemade expert mode.

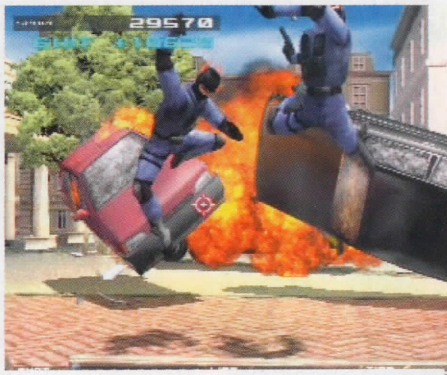
INFO

- **CODE TESTED**
  PAL (UK)
- **DEVELOPER**
  Namco
- **PUBLISHER**
  Sony
- **GAME TYPE**
  Shoot-em-up
- **PRICE**
  £39.99
- **ESSENTIALS**
  1-2 Players, Memory Card, DualShock 2, GunCon 2, G-Con 45

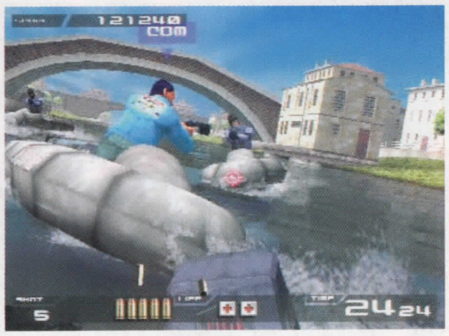
PlayStation.2
Time Crisis II
namco

DETAILS

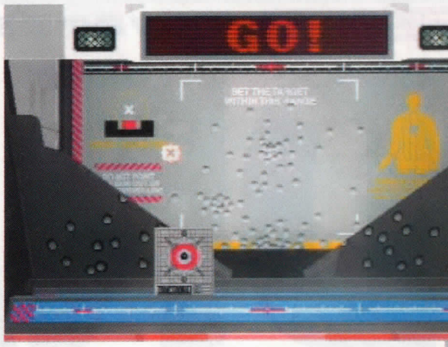
- **Arcade mode plus four additional mini-games.**
- **i-Link mode.**



BLOW UP: Taking out strategic background objects can result in spectacular results. Good for clearing large groups of goons, too.



STRAIGHT WITH A CHASER: Unsurprisingly, the action is a mix of static shootouts and hi-speed chase sequences.



BLAST FROM THE PAST: Re-live those nightmare seaside holidays from your childhood with the retro *Shoot Away 2*.

DIRTY HARRY'S CHOICE

1 **TIME CRISIS 2**
The best game for macho peripherals in the world just got a whole lot better. Looks incredible and plays like an arcade fantasy.

2 **SILENT SCOPE 2**
Still sadly lacking in the lightgun department, but comes with added i-Link support.

3 **SILENT SCOPE**
Almost inevitably superseded by this year's model.

PSM2 VERDICT

GAMEPLAY
+ Fantastic, furious adrenaline-fuelled fun.
- If it's depth you want, look elsewhere.

GRAPHICS
+ Slick, sharp and well animated throughout.
- Most enemies are far too generic for us.

SOUND
+ Meaty effects and solid gun sounds.
- Arcade musak does little to crank up the tension.

LIFESPAN
+ Two-player mode and extras definitely add value.
- You'll complete the main game in a few hours.

OVERALL
A fantastic coin-op conversion that eclipses the original in every possible way. Shooting things is as much fun as it ever was.

78

AUTOMATIC

OUT UK NOVEMBER 30

DNA

DARK NATIVE APOSTLE

Apostle? Only if you're looking for someone to pray to and ask if this tatty nightmare will end.

REVIEWER: Jonathan Bryant

Cel-shading. In the hands of Sega or Acclaim it's stunning: a beautiful union of old-skool animation with hi-tech polygon herding. It's not in anyway an excuse to churn out ropey graphics and then claim that they're just 'highly-stylised'. Which is exactly what Hudson have attempted to do with this sad excuse for a game.

There're things about the visuals that could've pulled this round in our affections – an isometric, top-down perspective with a smart, fully rotatable camera for a start. But there's a sewer full of crass animations getting in the way. They're rudimentary at best, sit awkwardly with the much cleaner environments and cause nothing but trouble when it comes to control.

Want to know our rule of thumb with games like this? If you can't jump onto a crate in three attempts, walk away before you start arbitrarily punching those around you. It's the only way we can keep the peace in these parts.

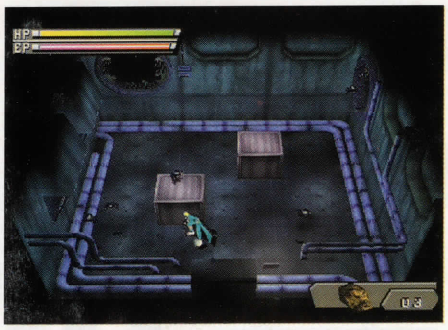
RETRO HELIX

As for the cel-shading itself, the cut-scenes instantly take you way back to the days of *Another World* when such blocky lumps of colour were considered cutting edge. Here they just bring the odd retro tear to the eye then leave you unmoved.

The gameplay doesn't do the title any favours either, and although we're usually up for some puzzle action in this combat crazy world, the teasers here fail to make us care. One saw us hitting a switch once before being told it didn't work. We then fought our way into the bowels of the research facility only to find a memo that informed us the switch was actually broken and had to be flicked repeatedly. Short changed and knackered after minutes of busy work? Oh yes. And when the puzzles fall away and it comes down to a scrap, the best way to deal with enemies is a repeated cycle of drop bomb/run away. There *are* other weapons available, but they all tend to run out of ammo far too quickly to be effective.

We did like some stuff – the options screens are attractive and accessible, and the inclusion of the bio-chip augmentations is an interesting twist to character stats (albeit one ripped directly from *Deus Ex*). But when this is all that you can call upon in recommendation, it's obvious what we're actually saying is 'steer clear' in large, flashing neon letters. Games like this only add to the pile of wannabes acting as ballast for the big boys in the third-person action adventure gene pool. **PSM2**

Choose life at the end of November.



PUSHER MAN: Just like any *Resi* title, *DNA* includes some classic crate puzzles for you to wrap your bored brain around.

INFO

- **CODE TESTED**
  PAL (UK)
- **DEVELOPER**
  Hudson
- **PUBLISHER**
  Virgin Interactive
- **GAME TYPE**
  Action Adventure
- **PRICE**
  £39.99
- **ESSENTIALS**
  1 Player, Memory Card, DualShock 2

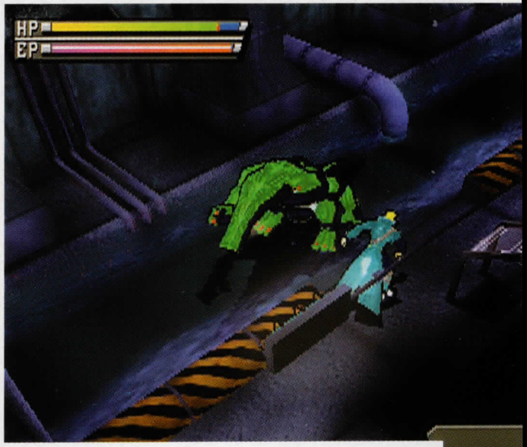
PlayStation.2
DNA
Dark Native Apostle
HUDSON

DETAILS

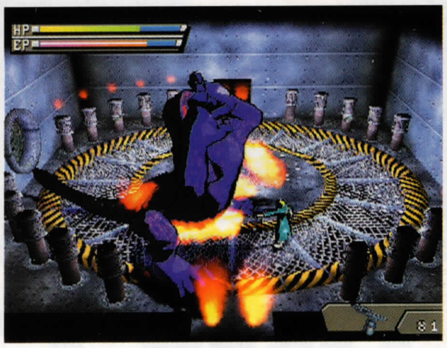
- **Four bio-chip slots which can augment your character's body in different ways and provide much needed power-ups.**
- **Two types of bombs – quick-fire and fuse.**
- **A twisting plot-line that sees your character, Trial 13, rise from lab rat to challenge the forces that created him.**

INSIGHT

- **The in-game organisation which created Trial 13 is called the Stray Sheep. Now recall that the terrorists in the Japanese version of *Operation Winback* were called the Crying Sheep (Crying Lions in the UK) and you can see that our friends in the East obviously mistrust the woolly ones.**



BEAT YER GREENS: Bignose may look hard but one blast from one of your trusty bombs and he folds into dribbly green goo.



LIZ-HARD: A two-part boss fight where you have to blind the enemy with thunder flashes before steaming in to inflict some real damage.

WATSON AND CRICK'S CHOICE

1 **DEVIL MAY CRY**
Cool as hell, Dante channels hefty action with easy-on-the-mash puzzling. If you're not moved, you're already dead.

2 **ONIMUSHA**
Until the arrival of *DMC*, this was the one and only action/adventure to be seen playing around the office. Still fantastic, though.

3 **DNA**
This really lets the side down. Shun it. Stone it outta town.

PSM2 VERDICT

GAMEPLAY
+ Mixing and matching the bio-chips adds depth to puzzle solving.
- Drop more than three bombs and your character slows to a crawl.

GRAPHICS
+ Well animated menus, even on the tricky bio-chip screen.
- The cel-shading looks more like an after-thought.

SOUND
+ The bomb blasts detonate convincingly.
- The in-game lift muzak does its best to send you gently insane.

LIFESPAN
+ Obstacles and bosses will have you stumped for some time.
- Just seven levels to the game.

OVERALL
The innovative bio-chip system can't drag this up from the depths. It looks ragged and frustrates by making you work hard for very little gain.

37

BOMBED

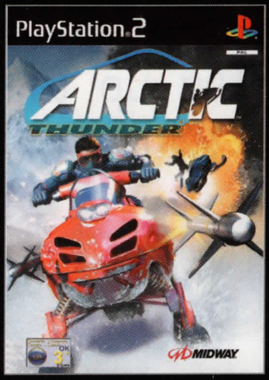
MIDWAY
www.midway.com

START
FINISH

Throttle the competition with hard-core hand-to-hand combat.

Hyper-realistic racing velocity and major air give new meaning to "breakneck speed."

Make 'em feel you with combat weapons like snow bombs, missiles, and The Atomic Snowball.



Sneak Preview @ www.arcticthunder.midway.com

ARCTIC THUNDER™

PlayStation 2

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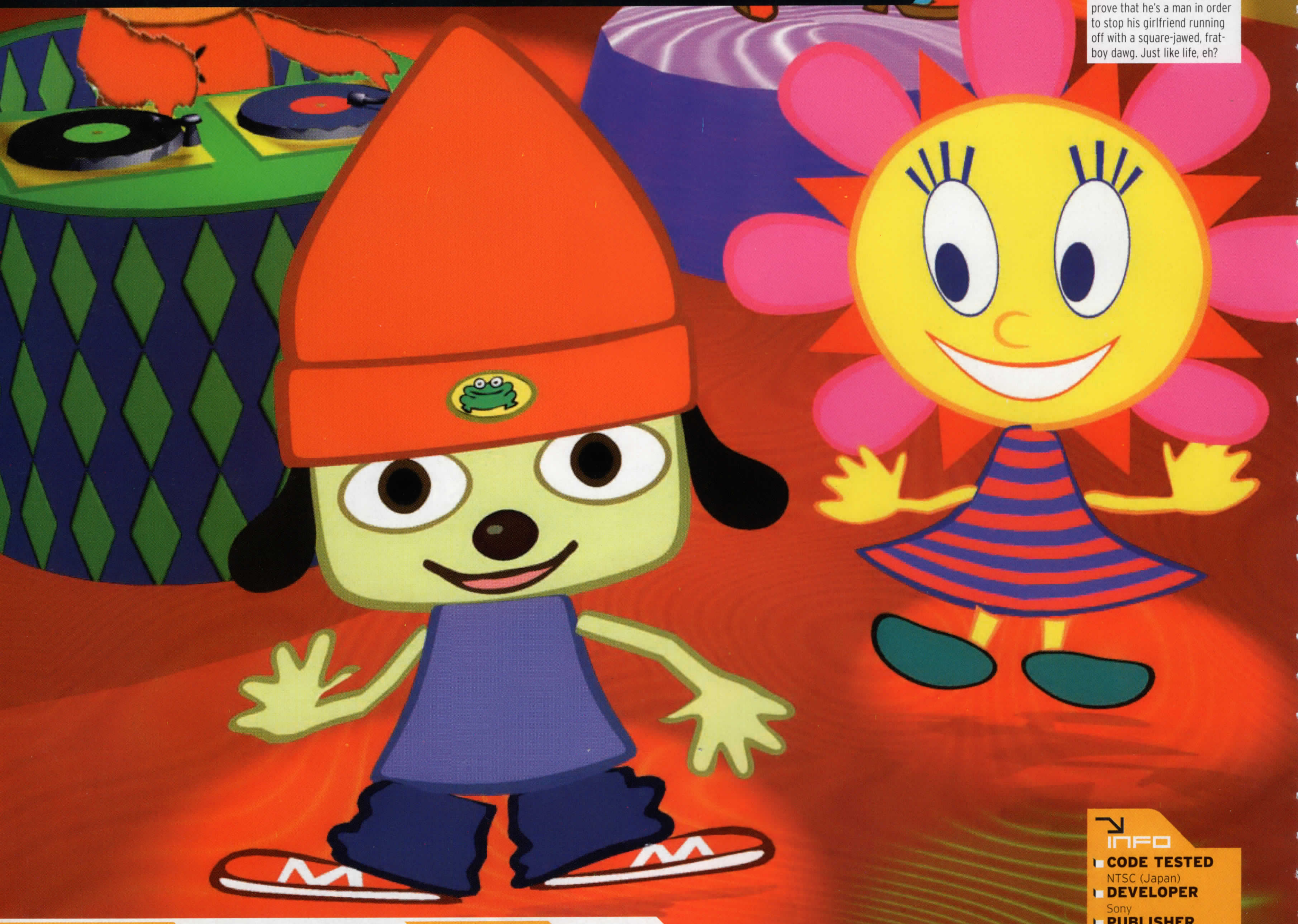


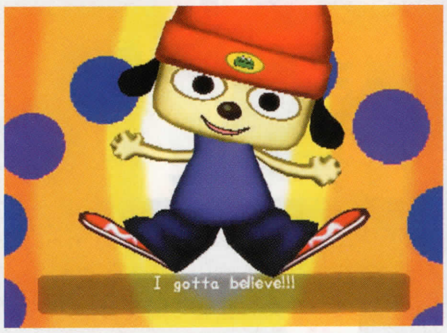
PUPPY LOVE: As ever, our canine chum's trying to prove that he's a man in order to stop his girlfriend running off with a square-jawed, frat-boy dawg. Just like life, eh?

OUT UK FEB 2002 JAPAN NOW

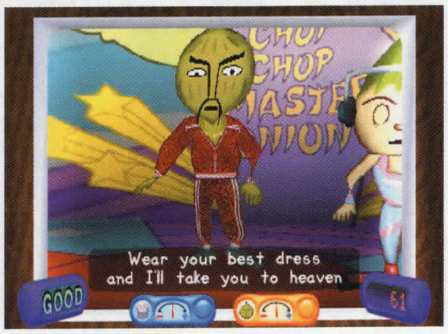
PARAPPA THE RAPPER 2

Flipping burgers, perming hair, playing noodle-death Pong… and all to impress a flower. Big up the return of PlayStation's favourite gangsta-puppy…

REVIEWER: Joel Snape



THEN I SAW HER FACE… Yes, every stage is punctuated with PaRappa's own brand of optimism.



RHYTHM 'N' SCHMOOZE: Chop Chop Master Onion's ditched his gi for a tracksuit - he's a lover, not a fighter. Still funny, though.

Banzai, Cow and Chicken, Drunken Master 2 and S-Club 7 are all fairly daft slices of pop-culture – but at the same time, they're stoopidly appealing. Mash them together and you'd have something like *PaRappa 2* – a flying wedge of catchy beats, bright colours and completely lunatic ideas.

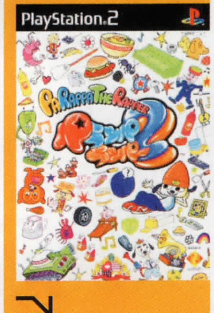
It's got a main character who'd look equally at home promoting Kelloggs Ricicles and guest-starring in Eminem's Marshall Mathers cartoons. It drops lyrics that you'd defy anyone to invent without a brain-jamming cocktail of liquid drugs, and visuals that'd dropkick the darkest heart into cheeky charlie rainbow land.

It's an eye-grabbing, ear-assaulting mind-melter that'll have you convulsed with laughter for the first hour and babbling incoherent catchphrases after two. It's Helen from Big Brother's glittering brains pulped all over your screen.

You know the score with the gameplay – *PaRappa*'s still Simple Simon-shallow. The

INFO

- **CODE TESTED**
  NTSC (Japan)
- **DEVELOPER**
  Sony
- **PUBLISHER**
  Sony
- **GAME TYPE**
  Bemani
- **PRICE**
  ¥6,800
- **ESSENTIALS**
  1-2 Player, DualShock 2, Memory Card.



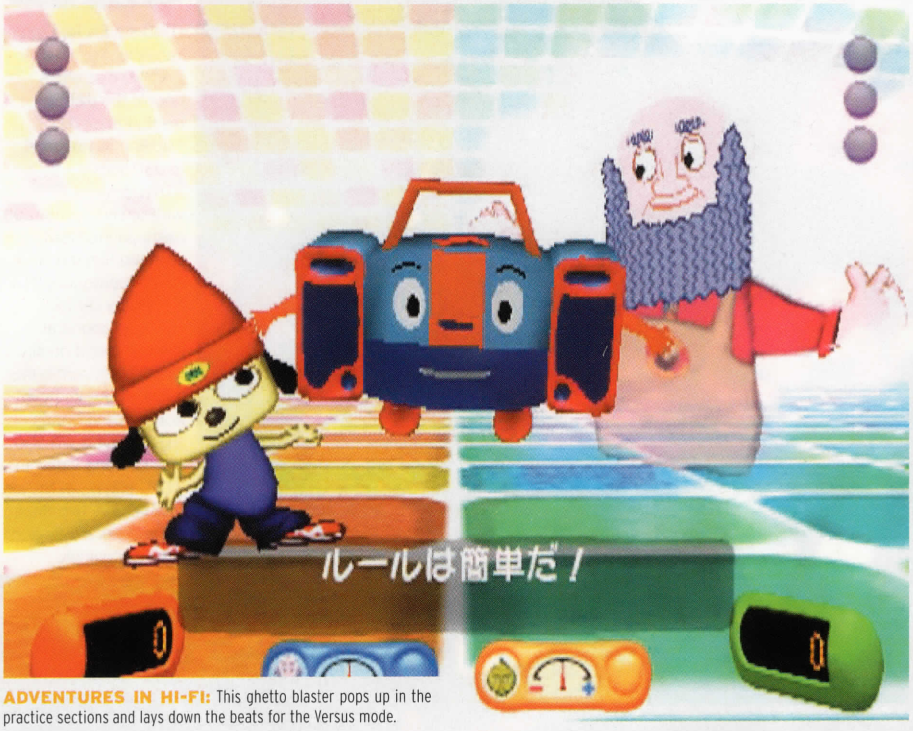
DETAILS

- Eight stages.
- Versus and Practice modes.

There's an option to switch everything to English, but the subtitles translate 'Machete' as 'Masheddy'. Eughh…

PARAPPA THE RAPPER 2

"A REFRESHING BLAST OF POP MADNESS"

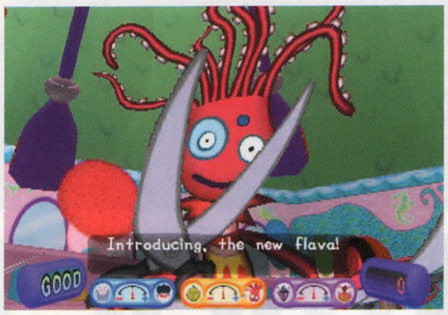


ADVENTURES IN HI-FI: This ghetto blaster pops up in the practice sections and lays down the beats for the Versus mode.

INSIGHT

The journalist reporting on the PaRappa Town noodle crisis is called Rodney Greenblat – the name of one of *PaRappa*'s animators.

instructor on each stage plays a rhythm, which you're then challenged to match via well-timed button presses – although in one of the few changes to the original, you're given separate musical scores. Press the wrong button or time it badly, and your status bar drops. It's nothing that a lab chimp couldn't master given the right combination of bananas and electroconvulsive therapy – but to complain about that ignores the perfectionism associated with bemani games.



SQUID ROCK: This cephlapod's the town hairdresser. Notice those meters at the bottom? They gauge your improvisation and energy.

"AN EYE-GRABBING, EAR-ASSAULTING MIND-MELTER... IT'S HELEN FROM BIG BROTHER'S GLITTERING BRAINS PULPED ALL OVER YOUR SCREEN"

To nudge the status bar above 'Good' – the default reading – and into the lofty heights of 'Cool', you'll need to start improvising. Wherever a star appears on the song line, it's possible to add an extra button press for bonus points. Where most rhythm games lose any sense that you're contributing to the action among a churning mess of noise and pre-set animation, PaRappa's tinny squeak serves as a constant vocal indication of whether you're staying on the beat or not.

This is even more vital in the new Versus mode, where two players face off in a lyrical throwdown – one riffs off the basic rhythm, and then the other has to match or better their score. It's a maddening, compulsively playable struggle to create more difficult patterns for your opponent to follow.

Of course, none of this'd matter without the imagination so evident elsewhere. Marred by inane lyrics, it'd become tedious incredibly quickly – as anyone who's spent time struggling to master *Drummania*'s spirit-sappingly bland tune, *Eyes Of A Child*, will tell you.

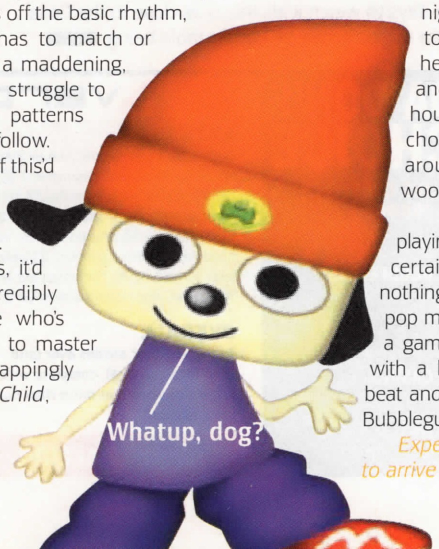
Fortunately for us, *PaRappa*'s new tunes all have the same twinkle of genius that made the original such a quotable cult favourite. Chop Chop Master Onion returns as a shell-suited Shaggy clone, practising Romantic Kung Fu – the classic 'Kick, punch, it's all in the mind' replaced by 'Hug, kiss, love then chop'.

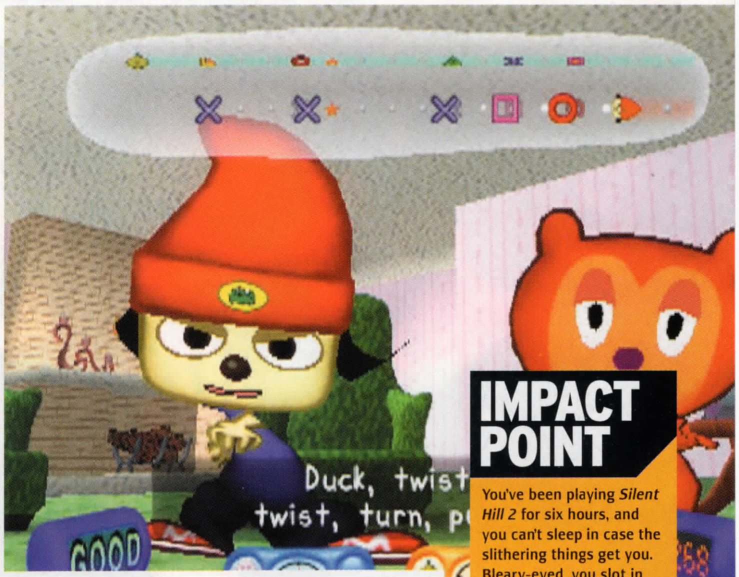
INCREDIBLE RHYME ANIMAL

Another section's rammed with rhyming couplets worthy of a pasta-fixated Dr Dre: "The so-called noodles/that you find in spaghetti/are sweeter than idols/do damage like machetes." The only niggle is that, yes, they *do* start to grate eventually. Play several heated Versus games in a row, and resign yourself to several hours of phrases like 'Jump, twist, chop and hug' reverberating around your head like a woodpecker in a tin bucket.

Look, you're not going to be playing *PaRappa 2* in six months. It's certainly not groundbreaking. It's nothing more than a refreshing blast of pop madness; a fine example of how a game can transcend its limitations with a huge stack of ideas; a catchy beat and an unshakeable sense of fun. Bubblegum gaming at its best. **PSM2**

Expect a UK version of PaRappa 2 *to arrive early next year.*

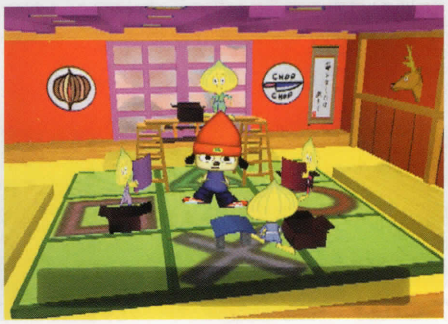




SCORE DRAW: Careful which beat you're following – the top one's the *next* line of the instructor's score. See?

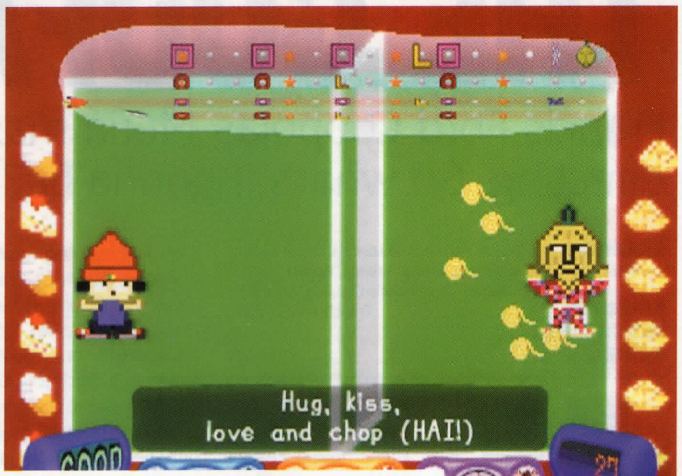
IMPACT POINT

You've been playing *Silent Hill 2* for six hours, and you can't sleep in case the slithering things get you. Bleary-eyed, you slot in *PaRappa 2*, and the Beard Burger Master's Teutonic rapping soon calms your fevered brain. Zzzzz...



SPRINGY ONION: The new sub-game involves karate-chopping boards by matching the symbols on the floor. Dizzying camera cuts, mind.

If you're hungry
simply line up at the end
GOOD
行列がグルグル続いてる



MINI RETRO: In this *Pong*-style level, the picture degrades in quality if you're doing badly, until the screen looks like an Atari VCS.

SLIM SHADY'S CHOICE

1 **PARAPPA THE RAPPER 2**
A perfect example of how inventiveness can triumph over limited gameplay.

2 **DANCE SUMMIT 2001**
Worth it for the Video Edit mode, but more like a Dance Routine Construction Kit than an actual game.

3 **TV-DJ**
Ill-conceived attempt at a cartoon directing sim that isn't even briefly amusing.

PSM2 VERDICT

GAMEPLAY
+ Deceptively addictive improv system...
- But it's still just rhythmic button pressing.

GRAPHICS
+ Stylised cartoonishness and eye-threateningly bright colours.
- Not much that hasn't been done on PSone.

SOUND
+ Hugely inventive lyrics atop endlessly hummable beats.
- Lyrics that gnaw into your brain like an electric drill.

LIFESPAN
+ The Versus mode adds a much-needed jolt of replay value.
- Solo mode won't stand much more than a few goes.

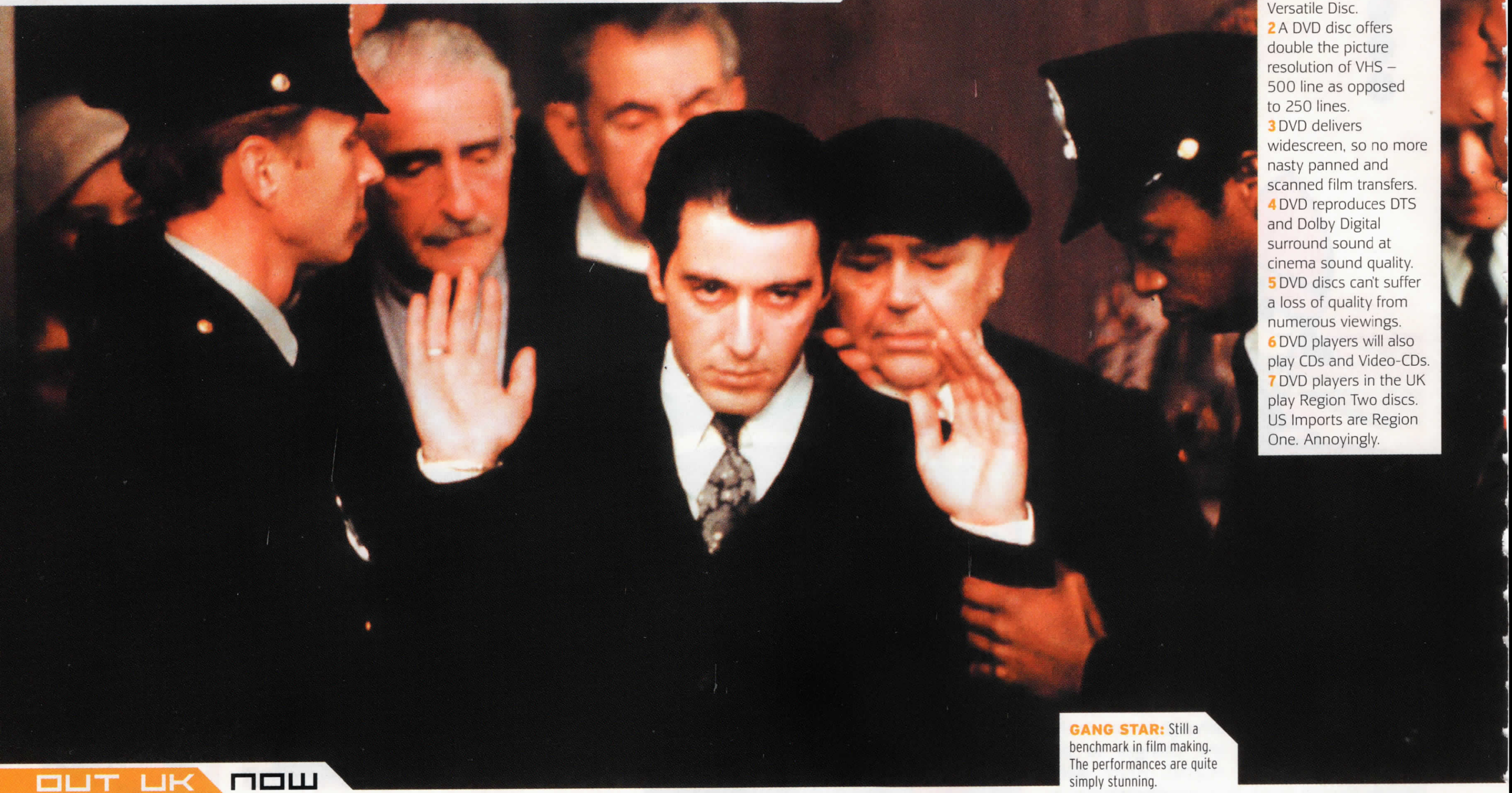
OVERALL
We love it. It's mental and it'll hook you within seconds.The sherbet-flavoured antidote to everything bleak on PS2.

75

TRUE BELIEVER

FAST FACTS ABOUT DVD VIDEO

1 DVD stands for Digital Versatile Disc.
2 A DVD disc offers double the picture resolution of VHS – 500 line as opposed to 250 lines.
3 DVD delivers widescreen, so no more nasty panned and scanned film transfers.
4 DVD reproduces DTS and Dolby Digital surround sound at cinema sound quality.
5 DVD discs can't suffer a loss of quality from numerous viewings.
6 DVD players will also play CDs and Video-CDs.
7 DVD players in the UK play Region Two discs. US Imports are Region One. Annoyingly.



GANG STAR: Still a benchmark in film making. The performances are quite simply stunning.

OUT UK NOW

THE GODFATHER TRILOGY

Francis Ford Coppola's Mafia masterpiece has it all made – acting, writing and directing. So what's it gonna be? Are you in... or out?

REVIEWER: James White

STARRING .... Al Pacino, Andy Garcia, Diane Keaton, James Caan, Lee Strasberg, Marlon Brando, Robert De Niro, Robert Duvall, Sofia Coppola, Talia Shire
DIRECTOR .... Francis Ford Coppola
CERTIFICATE 18
PRICE £59.99

Never miss The Sopranos? Enjoy the criminal capers of Made men? Then prepare to worship at the altar of the true originals. Arguably, without *The Godfather*, there would never have been a *GoodFellas* or the continuing TV adventures of Tony and his crew.

Incredibly ambitious, Francis Ford Coppola's epic, generation-spanning original tale of 'The Family' and how it corrupts the most innocent of men scooped Best Picture, Best Actor (Marlon Brando) and Best Adapted Screenplay at the Oscars in '73. He followed up with *Part 2*, one of the few sequels considered even better than the original and, though *Part 3* was a disappointment, the trilogy as a whole still stands among the Greatest Movies Ever Made™.

FAMILY BUSINESS

Adapted from Mario Puzo's award-winning novel, *The Godfather* follows the Corleone family, ruled with a whispering voice and fist of iron by Don Vito Corleone (Brando). Backing him up are the heir apparent, Sonny (a fearsome James Caan) and Fredo (John Cazale), who wants to be as tough as his brother, but more often ends up seen as ineffectual. Michael (Al Pacino) is a 'civilian', who plays no part in the criminal activities. Until, that is, a squabble over drug dealing ignites violence between the families and leads to Vito's death...

The Godfather Part 2 mixes flashback (tracing Vito's younger life and rise up the ranks) with more of Michael's story. Robert De Niro gets the chance to shine as the young Vito, while Pacino comes into his own playing Michael, as the power corrupts him absolutely. *Part 3* sees an ageing Michael attempting to maintain his hold on power in the face of younger competition.

MOBSTER RULES

Bristling with blood, bullets and bile, *The Godfather* is even more remarkable when you consider the list of its achievements. It successfully brought a bestseller to the screen, revived the then-flagging career of Marlon Brando, became the first film to breach the magic $100 million box-office barrier in the States and is filled to the brim with towering performances from the superb cast. How many other films can post the best work from De Niro, Brando, Pacino, Diane Keaton, Robert Duvall and James Caan? Grabbing them while most were young, rising stars, both of the first two movies boast the sort of talent you couldn't even afford today. And it also succeeds thanks to audacious direction from Coppola – still a burning talent before his nightmare, paranoid journey to the heart of darkness to make *Apocalypse Now* drained him, and long before the likes of the abysmal Robin Williams vehicle, *Jack*.

It's so important that the original negative now lies stored in America's National Film Registry, preserved for future generations and there's truly no better way than to enjoy it than on this definitive DVD. With so many extras that it'll take you days to watch it all, this is as close to the Cosa Notra as you'll ever be comfortable being. **PSM2**

INSIGHT

- **The word Mafia is never actually spoken in any of the films.**
- **The horse's head was real, obtained from a nearby slaughterhouse and stored in ice until it was needed.**
- **Robert De Niro read for both the Michael and Sonny Corleone parts in the first film.**

DA DON'S CHOICE

1 **THE GODFATHER TRILOGY**
Still an offer you'd be a fool to refuse.
2 **GOODFELLAS**
Another classic as Henry Hill ascends the Mafia ranks before bailing out.
3 **CASINO**
Gambling and ultra-violence, courtesy of Martin Scorsese.

PSM2 VERDICT

EXTRAS

☐ Director's commentary on all films ☐ Francis Ford Coppola's Notebook (from book to screen) ☐ On Location ☐ The Godfather Family (a whacking 73 mins) ☐ Behind The Scenes 1971 ☐ The Cinematography of The Godfather ☐ Coppola and Puzo on Screenwriting ☐ Deleted scenes, Storyboards from 2 and 3, Oscar Speeches ☐ Photo galleries ☐ Trailers. ☐ A seriously loaded DVD with something for the obsessed and the casual, The Godfather Trilogy set won't disappoint anyone who loves movies.

OVERALL

Two of the best movies ever (and their lesser sibling), complete with a full set of discs that more than does them justice.

92

ITALIAN STALLION

Kobal Collection/Paramount

OUT UK NOW

TERMINATOR 2: ULTIMATE DVD

Arnie's back – this time as a robo-hero intent on making sure that humanity's saviour makes it out of puberty alive...

REVIEWER: James White

STARRING	Arnold Schwarzenegger, Linda Hamilton, Edward Furlong, Robert Patrick, Earl Boen, Joe Morton, Castula Guerra
DIRECTOR	James Cameron
CERTIFICATE	18
PRICE	£24.99

CHAIN REACTION: No piddling shotguns in this sequel for Arnie. Blimey.

So, how exactly do you follow a sci-fi groundbreaker like *The Terminator*, then? If you're James Cameron, you round up the original cast, stretch the SFX technology and explode more stuff. Easy, if you're the King Of The World... Cameron's always been an expert at squeezing more bang from his bucks, but then, his later films aren't short of a buck or two.

Following on from the events of the original *Terminator*, we catch up with Sarah Connor (Linda Hamilton) and her wayward, now teenage, son John (Edward Furlong). The years since Skynet sent a ruthless machine assassin after her haven't exactly been kind: Sarah's in an asylum and John's a juvenile delinquent. Everything changes when Skynet decides to try and target John, destined to grow up and fight the machines in a post-apocalyptic future war. This time, instead of a hulking T800 robowarrior, they launch a living metal creature – the T1000 – capable of morphing into people, or the fixtures and fittings. Discovering this dirty techno plan, the future John Connor sends a reprogrammed T800 Terminator (Schwarzenegger) back in time to protect himself in the past. But which one will find him first? And can Arnie be trusted?

INSIGHT

- Schwarzenegger was paid $21,429 per word.
- The Cryo truck near the finale is owned by Benthic Petroleum, the company in Cameron's *The Abyss*.
- A shot of the T800 being built was in the trailer but not the film.

This is a visceral, explosively enjoyable action thriller that stays in overdrive for the distance, only to combust in a spectacular climax. There're shoot-outs, car chases, truck chases, fights in malls and fights in steelworks...

THIS IS DEEP...

It helps that everyone's perfectly cast. Linda Hamilton re-invents the scared Sarah as an arse-kicking warrior babe in the mould of *Aliens*' Ripley, while still managing to convey her frustration and fear. Furlong's Connor starts out as a surly youth, but quickly evolves into the smart hero-in-waiting that'll end up battling for humanity. Robert Patrick makes a sleek, dangerous killer, while Arnie sticks to what he does best – destruction. It's on his considerable shoulders that the majority of the film's action rests and he more than rises to the challenge, even managing to show the more 'human' face of the deadly droid.

Cameron's dazzles the senses. He offers spectacle after spectacle – from the tension-filled asylum escape to the iconic moment that sees the T1000 reassemble itself after shattering into a thousand tiny pieces. It makes *Terminator 2* a visionary powerhouse of an action pic. **PSM2**

IRON MAN'S CHOICE

1 **TERMINATOR**
Edgier than its chromed, more explosive sequel.

2 **TERMINATOR 2**
Like Cameron's *Aliens*, this is some ride.

3 **ROBOCOP**
Part man, part machine, all law-keeping mechwarrior.

PSM2 VERDICT

EXTRAS

☐ Audio commentary ☐ Deleted scenes ☐ The Making of Terminator 2 featurette ☐ Terminator 2: More than Meets the Eye featurette ☐ Making of featurettes ☐ Cast and crew information Screenplay ☐ Storyboards ☐ Video archive ☐ Stills archive, trailers, collector's booklet.

OVERALL

An iconic example of the action movie that delivers more than its fair share of thrills. It's backed up well by a packed disc stuffed with features.

UNSTOPPABLE

90

UNBREAKABLE

OUT UK NOW

STARRING	Bruce Willis, Samuel L Jackson
DIRECTOR	M Night Shyamalan
CERTIFICATE	15
PRICE	£19.99

M Night Shyamalan's follow-up to his sleeper hit, *The Sixth Sense*, was another twisty, slow burn drama. This time, however, his focus is comic book superheroes. Bruce Willis' everyman is the only survivor of a train crash who realises that he might be indestructible. But how this ordinary Joe deals with it is not your typical origin story. Sadly, this never lives up to the promise of the premise, preferring to remain more slow than burn. The ending's very much an anticlimax and feels like a cop-out begging for a sequel. Still, the disc's loaded, so fans of the movie and of behind-the-scenes stuff will be happy. **PSM2** **64**

MEET THE PARENTS

OUT UK NOW

STARRING	Ben Stiller, Robert De Niro
DIRECTOR	Jay Roach
CERTIFICATE	12
PRICE	£19.99

Homing in on a typical situation (meeting the prospective in-laws), Jay Roach's comedy of errors twists the screw and draws maximum laughs. Ben Stiller is the embarrassed suitor for who nothing seems to go right, while Robert De Niro trades off his screen persona to play the intense, suspicious father. *Meet The Parents* starts small (missing luggage, little white lies) and builds to grand farce (burning building and lie-detector tests). Roach, the man responsible for Austin Powers keeps everything under control even as events on-screen go insane. You won't be able to control the laughter. **PSM2** **89**

ALSO RELEASED

BLAIR WITCH 2: BOOK OF SHADOWS

Released Out Now **Cert** 15 **Price** £19.99

This awful sequel swaps the original's off-screen chills and strong characters for shonky effects, deadly dull plotting and duff performances. Shite. **PSM2** **16**

EVIL DEAD 2: SPECIAL EDITION

Released Out Now **Cert** 18 **Price** £15.99

Raimi basically remakes his own original, but he sticks with what works – Bruce Campbell and his trade-mark intense, stylish camera work. **PSM2** **88**

CAST AWAY

Released Out Now **Cert** 12 **Price** £24.99

Tom Hanks sheds the pounds and finds that a volleyball can be man's best friend in this Robinson Crusoe update. Unremarkable, but watchable. **PSM2** **67**

THE FLY/THE FLY 2 (DOUBLE FEATURE)

Released Out Now **Cert** 18 **Price** £19.99

The original is stalwart modern horror. It's just a shame that the sequel (following his fly junior's insectoid adventures) is a load of bug droppings. **PSM2** **60**

WITHNAIL AND I

Released Out Now **Cert** 15 **Price** £19.99

Eminently quotable and utterly memorable. Richard E Grant and Paul McGann are the eponymous twosome trying to enjoy their holiday. Hilarious. **PSM2** **90**

HALLOWEEN H20

Released Out Now **Cert** 18 **Price** £17.99

A surprisingly watchable addition to the bulging *Halloween* franchise. Original star Jamie Lee Curtis even joins in the teen-slasher fun. **PSM2** **72**

COMING SOON

SHREK
November 12
£22.99

ENEMY AT THE GATES
November 18
£19.99

LORD OF THE RINGS (ANIMATED)
November 26
£19.99

Kobal Collection/Touchstone

CAN YOU SEE BEYOND YOUR FEAR?

soon, you won't be able to stand being alone in the dark.

with unbeatable cinematic production, a chilling script and two playable characters, each evil encounter entangles you further in a frightening adventure of heart-stopping terror.

the question is, with the horror that awaits each fateful step, will you ever see beyond your fear?

gorgeous, atmospheric and truly terrifying... 9/10

The Official PlayStation Magazine STARPLAYER

ALONE IN THE DARK
THE NEW NIGHTMARE

PlayStation®2 DARKWORKS INFOGRAMES

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PSM2 CHARTS

GORGE YOURSELF CRAZY ON OUR OFFICIAL WORLDWIDE RANK-EM-UP

THIS IS FOOTBALL 2002

"They shoot! They score!" Team SoHo send the crowd crazy with this well presented, but imperfect footy sim. We do like the Jumpers For Goalposts mode, even if it is murder on yer knees. Scabby.

ALEX FERGUSON'S PLAYER MANAGER

Ol' red nose gets his name on the box and makes a few telling contributions to this stat-heavy management experience. *Championship Manager* this ain't. We'll wait for *LMA 2002*. Alright?

PARIS-DAKAR RALLY

Funny bugger, this one – it's very brown and the four classes of vehicles are all *kind of* OK. But spectacular this ain't. It's also hampered by some dodgy car physics which'll have you spitting sand.

SHIN SANGOKU MUSOU 2

Or *Dynasty Warriors 3* to you. Now with added elephants, two-player carnage and, hopefully, the end of that bleedin' shocking pea-souper of a fog that KOEI kept the frame-rate up with in the last instalment.

CHARTS FOR MONTH ENDING OCT 26

PS2 TOP 20

POSITION	Last Month's Position	Months on Chart	Highest Chart Position	GAME NAME	Publisher	Developer
1	NEW ENTRY!			This Is Football 2002	Sony	Team Soho
2	NEW ENTRY!			Resident Evil Code: Veronica X	Capcom	Capcom
3	NEW ENTRY!			Dark Cloud	Sony	Sony
4	1	3	1	Gran Turismo 3: A-spec	Sony	Polyphony Digital
5	NEW ENTRY!			Alex Ferguson's Play Manager 2001	3DO	Anco
6	NEW ENTRY!			Operation Winback	Midas	KOEI
7	4	4	2	Red Faction	THQ	Volition
8	NEW ENTRY!			World Championship Snooker 2002	Codemasters	Blade Interactive
9	3	4	1	Onimusha: Warlords	Capcom	Capcom
10	5	11	2	FIFA 2001	EA	EA
11	2	1	2	Extreme-G 3	Acclaim	Cheltenham Studios
12	NEW ENTRY!			MX 2002	THQ	Pacific Coast
13	15	7	1	Star Wars: Starfighter	Activision	LucasArts
14	9	11	2	SSX	EA	EA Canada
15	12	11	1	Tekken Tag Tournament	Sony	Namco
16	NEW ENTRY!			Alone In The Dark: The New Nightmare	Infogrames	Darkworks
17	6	5	3	Crazy Taxi	Acclaim	Acclaim/Sega
18	13	5	2	Formula One 2001	Sony	Studio Liverpool
19	11	2	11	Oni	Take 2	Rockstar
20	NEW ENTRY!			Paris-Dakar Rally	Acclaim	Broadsword

JAPANESE TOP 5

POSITION	Last Month's Position	Months on Chart	Highest Chart Position	GAME NAME	Publisher	Developer
1	NEW ENTRY!			Shin Sangoku Musou 2	KOEI	KOEI
2	NEW ENTRY!			Ace Combat 4	Sony	Namco
3	NEW ENTRY!			Capcom vs SNK 2	Capcom	Capcom
4	1	2	1	Jikkyou Powerful Pro Baseball 8	Konami	Konami
5	NEW ENTRY!			Densha de Go! Shinkansen	Taito	Taito

US TOP 5

POSITION	Last Month's Position	Months on Chart	Highest Chart Position	GAME NAME	Publisher	Developer
1	NEW ENTRY!			Madden NFL 2002	EA	EA
2	1	2	1	Gran Turismo 3: A-spec	Sony	Polyphony Digital
3	2	2	2	NCAA Football 2002	EA	EA
4	NEW ENTRY!			Resident Evil Code: Veronica X	Capcom	Capcom
5	3	3	2	NBA Street	EA	EA Big

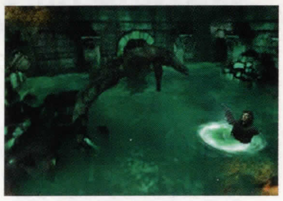
RESIDENT EVIL CODE: VERONICA X

After doing all the running for most of its release, survival horror loses out to the beautiful game in a close run thing. Unsettling, in a Roy Keane tackle-style, but predictable… like Leicester City.

4th
Lap 1 of 3
26

MX 2002

We'd be interested to find out how many people bought this purely because of Ricky Carmichael's involvement. Far more enticing, we think, is its filthy combination of racing and stunts. We don't reckon it'll go higher than this though…



ALONE IN THE DARK: THE NEW NIGHTMARE

Hardly an explosive raid on the top 20, but what do you expect from a game that stumbles around like a competent, but decidedly average, journeyman. *Yaawn*…

MADDEN NFL 2002

Quel surprise. Or not. Fairly typically, this has shot to the top in America and we'll bet any old tat that it'll hang around like a towel sniffer in a locker room for months. Years even. Or at least until EA release the inevitable *Madden 2003*.

NEW & IMPROVED

HOW IT WORKS...

Absolute PS2 is a run-down of all the available UK PAL games PSM2 have put through the wringer. We've also included some choice, or interesting, NTSC import titles that might appeal to diehard gamers with import machines. We only stock the best games here...

YOUR EASY GUIDE TO PSM2'S PAST REVIEWS - UPDATED EVERY ISSUE

ABSOLUTE PS2

PSM2 reviews are *the* definitive opinion – your best friend in the game-buying minefield. Check before you, er... cheque.

ACTION-ADVENTURE

7 BLADES
Publisher> Konami
Version> PAL **Issue**> #11
72
An inventive, action-lead game that'll delight fans of Hong Kong cinema and satisfy slash-em-up fiends.

ALONE IN THE DARK: THE NEW NIGHTMARE
Publisher> Infogrames
Version> PAL **Issue**> #15
66
A perfectly decent survival-horror romp that decided to dump any pretensions of originality for lumpen familiarity.

CODE: VERONICA X
Publisher> Capcom
Version> PAL **Issue**> #13
80
This classic revisit to the zombie hell of Raccoon City is familiar, but scary, stuff.

DEVIL MAY CRY
Publisher> Capcom
Version> PAL **Issue**> #15
90
BEST ACTION TITLE Blindingly gorgeous and cracking to play, but it lacks the long-term appeal of an all-time classic.

EXTERMINATION
Publisher> Sony
Version> PAL **Issue**> #09
78
Despite a shallow, unoriginal story and fairly brief life expectancy, this still boasts action, gunplay and blind panic.

MDK2 ARMAGEDDON
Publisher> Interplay
Version> PAL **Issue**> #09
76
A game that attempts to bring humour to videogames. Some inventive ideas ultimately let down by basic design flaws.

ONI
Publisher> Take 2
Version> PAL **Issue**> #07
62
Some of the best hi-tech combat around gets hopelessly lost in dull environments littered with crates. Boring.

ONIMUSHA
Publisher> Capcom
Version> PAL **Issue**> #07
80
Staple survival horror gaming, with the emphasis on carnage not tension. Horrible borders, though.

OPERATION WINBACK
Publisher> KOEI
Version> NTSC **Issue**> #08
68
Not *MGS2*, but still a compelling title with enough plot twists to keep the one-more-go factor at a premium.

RUNE: VIKING WARLORD
Publisher> Take 2
Version> PAL **Issue**> #13
56
Visually inept at times, overly linear but still enough fun to crack the odd smile and keep your interest fixed.

SILENT HILL 2
Publisher> Konami
Version> PAL **Issue**> #15
88
If you can accept the short duration and swallow the bleak veneer, the emotional impact is unrivalled.

WARRIORS OF MIGHT & MAGIC
Publisher> 3DO
Version> PAL **Issue**> #09
24
A stinker. Bad level design and woefully inadequate visuals are only the start of *Warriors'* many problems.

X SQUAD
Publisher> EA
Version> PAL **Issue**> #06
59
Despite the occasional moment, this is very average. Uninspiring graphics and poor puzzles don't help, either.

ADVENTURE

ESCAPE FROM MONKEY ISLAND
Publisher> Activision
Version> PAL **Issue**> #12
82
No nerve-frazzling reactions required – just a bit of thought and a sense of humour. Addictively gentle.

ACTION-STRATEGY

DYNASTY WARRIORS 2
Publisher> Midas
Version> PAL **Issue**> #04
78
Fast-paced action with excellent, but foggy, game structure.

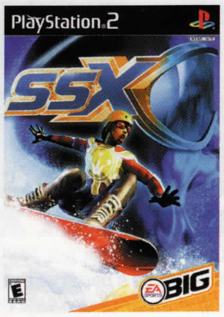
PROJECT EDEN
Publisher> Eidos
Version> PAL **Issue**> #14
86
Manages to pull off a rare combination of brains and guns while never falling short on looks.

ARCADE

CITY CRISIS
Publisher> Take 2
Version> PAL **Issue**> #16
62
The lack of variety extinguishes the long-term appeal. It makes a change from taking lives, though.

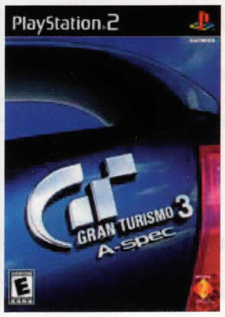
> SHELF LIFE: THE FIVE PAL GAMES YOU SHOULD OWN

However you scrape up the cash to fill your PS2 with the best of the game avalanche, make sure the first thing you do each issue is check out PSM2's essential shelf. These are the five beauties that'll keep you up all night and bring tears of joy to your bloodshot eyes...



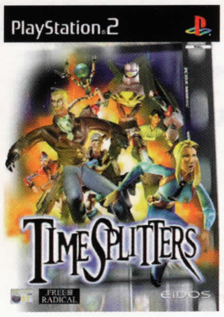
01 > SSX

If you can only afford one title for your PS2, you shouldn't be too upset if this is it. It's an absolute cracker.



02 > GT3

Not a radical departure from *GT2*, but it's gorgeous, insanely fast and handles beautifully. The perfect driving dream.



03 > TIMESPLITTERS

The second reason to own a MultiTap 2 at the moment – big, dumb, clever and funny. Still the reigning FPS multi-player. Ace.

04 > MTV MUSIC GENERATOR 2

Cubase on your PS2. Well, nearly. Infinite possibilities even for the tone-deaf amongst us.

05 > SILENT HILL 2

Put yourself through hell in this gut-churning sequel. Slash, flee and strain yer brain through 11 hours of gruesome horror.

CRAZY TAXI
Publisher> Acclaim
Version> PAL **Issue**> #10
80
Undeniably an incredibly addictive arcade hoot, but, like all coin-op conversions, the fun is definitely short-term.

GAUNTLET
Publisher> Midway
Version> NTSC **Issue**> #10
32
Multi-player's the best way to get the most from the new PS2 *Gauntlet*, but you'll all suffer together.

GRADIUS 3 & 4
Publisher> Konami
Version> PAL **Issue**> #02
29
A bog-standard, but arcade-perfect conversion of a dull, ageing shoot-em-up. Strictly old-skool.

SPY HUNTER
Publisher> Midway
Version> PAL **Issue**> #14
79
It won't set the world alight, but Spy Hunter's a beautifully crafted, knockabout thrill with an undeniable sense of style.

SILPHEED
Publisher> Working Design
Version> PAL **Issue**> #03
51
A firework of a 3D scrolling blast-em-up that burns bright to the bitter, but quickly finished, end.

BEAT-EM-UP

BLOODY ROAR 3
Publisher> Virgin Interactive
Version> PAL **Issue**> #11
79
The beat-em-up equivalent of Mission: Impossible 2 – not much depth, but lots of explosions, acrobatics and fun.

THE BOUNCER
Publisher> SCEE
Version> PAL **Issue**> #11
66
A passable evening's rented entertainment, or a last resort for a dull weekend. Just don't blow 40 quid on this.

DEAD OR ALIVE 2
Publisher> SCEE
Version> PAL **Issue**> #05
83
Instantly beguiling with free-flowing action. But comic book bosoms are no substitute for solid two-player scraps.

KENGO
Publisher> Ubi Soft
Version> PAL **Issue**> #09
60
A few tweaks to the controls and this could have been something a bit special, instead it's uninspiring.

STREET FIGHTER EX3
Publisher> Capcom
Version> PAL **Issue**> #05
79
A worthwhile update of an elderly series, but a superior tagging system keeps it in the running.

TEKKEN TAG TOURNAMENT
Publisher> SCEE
Version> PAL **Issue**> #04
87
BEST BEAT-EM-UP Like it or not, *Tekken* remains the genre-defining master of all things violent.

BEMANI

DANCE SUMMIT 2001
Publisher> Enix
Version> NTSC **Issue**> #06
60
Lots of funny, engaging and genuinely impressive moments, but nothing to keep you coming back.

JUNGLE BOOK GROOVE PARTY
Publisher> Ubi Soft
Version> PAL **Issue**> #10
50
Does its thing reasonably well on most counts, except the groove. Tiny Disney fans will enjoy it, however briefly.

DRIVING

4X4 EVOLUTION
Publisher> Take 2 Interactive
Version> PAL **Issue**> #08
40
There's a nod to quality in the depth of options and courses but, ultimately, it's an essentially dull SUV racer.

ATV OFFROAD FURY
Publisher> Sony
Version> NTSC **Issue**> #09
70
Certain to please Offroad purists, but it's a pity SCEA couldn't have compromised on the realism.

BURNOUT
Publisher> Acclaim
Version> PAL **Issue**> #15
88
An ideal foil to *GT3*'s smart-arsed sensibilities with all the thrills *Ridge 5* didn't deliver… and then some.

C.A.R.T. FURY
Publisher> Midway
Version> PAL **Issue**> #12
65
Simple to learn but relentless in action, poor presentation and slightly dodgy graphics let it down.

DRIVING EMOTION TYPE-S
Publisher> Squaresoft
Version> PAL **Issue**> #01
57
Pretty in a Vaseline lens kind of way, but the over-realistic handling makes it damn-near unplayable.

EXTREME-G 3
Publisher> Acclaim
Version> PAL **Issue**> #13
60
Close, but absolutely miles away at the same time. A massive shame, because it looks lovely.

FORMULA ONE 2001
Publisher> Sony
Version> PAL **Issue**> #09
84
A definitive purchase for F1 die-hards, and a rewarding challenge for any console race fan willing to rise to it.

F1 2001
Publisher> EA
Version> PAL **Issue**> #15
84
Accessible but with enough depth to keep even F1 veterans busy. SCEE have got 'emselves serious competition.

F1 CHAMPIONSHIP SEASON 2000
Publisher> EA
Version> PAL **Issue**> #05
47
Ultimately a poor quality title – and worse, a PSone game on PS2. Next time: less development speed, more quality.

F1 RACING CHAMPIONSHIP
Publisher> Ubi Soft
Version> PAL **Issue**> #07
66
If you want an involved four-wheeled racer, this is fine – just don't expect too much of it.

MIDNIGHT CLUB
Publisher> Take 2
Version> PAL **Issue**> #03
72
Illegal city street-racer. Some nice touches of detail sadly compromised by reality-check graphics.

GRAN TURISMO 3
Publisher> Sony
Version> PAL **Issue**> #13
93
BEST RACING TITLE *GT3* is a near-perfect game – which astounds and challenges in equal measure.

LE MANS 24 HOURS
Publisher> Infogrames
Version> PAL **Issue**> #12
73
Good fun, but just can't compete with the all-conquering *GT3* in an already crowded field.

MOTO GP
Publisher> Namco
Version> PAL **Issue**> #06
80
Motorbike racing experience with convincing handling and gorgeous details. If you like your bikes, this is beautiful.

MX 2002
Publisher> THQ
Version> PAL **Issue**> #14
78
It's not quite the complete fusion of mud-splattered racer and daredevil sim that it tries to be.

MX RIDER
Publisher> Atari
Version> PAL **Issue**> #15
62
For all its neat touches and playability it remains a decidedly ordinary addition to an ordinary genre.

PARIS-DAKAR RALLY
Publisher> Acclaim
Version> PAL **Issue**> #15
60
An intriguing racer with uninspired and tepid presentation. Four ordinary racers rolled into one.

RC REVENGE PRO
Publisher> Acclaim
Version> PAL **Issue**> #04
56
The first mini-racer on PS2 does just enough to keep you pressing ⊗ 'til your knuckles pop. But it ain't an essential.

RIDGE RACER 5
Publisher> Namco
Version> PAL **Issue**> #01
72
Fast, undeniably attractive and always fun to play – but it's not the next-gen revolution everyone had prayed for.

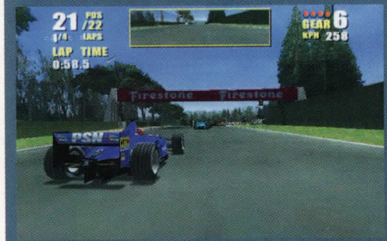
HEAD 2 HEAD

FORMULA ONE

> F1 2001

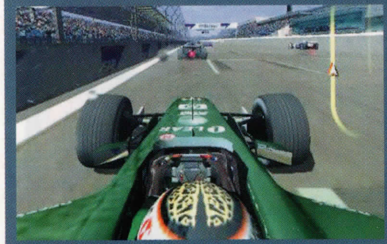
Publisher> EA
Version> PAL
Issue> #15
PSM2 VERDICT 84

PRESENTATION:
Extremely buffed in every way – no less than you'd expect from EA. From the changing sky reflected in every shiny surface to the panicky realism of the pit lane, this does everything it needs to impress.



GAMEPLAY:
Challenge mode's accessible, without sacrificing any of the thrills, thanks to the impressive AI of the CPU cars. But, like any F1 game, the Simulation mode would put the fear of God into the staunchest fan.

MULTI-PLAYER:
This is where *F1 2001* pulls away from the pack. The multi-player supports four players who can indulge themselves in a heap of competitions. Best of all is the four-player 'last man standing' mode. Like The Weakest Link, but fun.

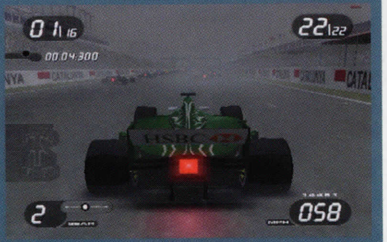


LIFESPAN:
Here's the thing about F1 – you can live with it or without it. What EA have done is add a bunch of extra modes that even the most cynical street racer will want to have a go at. The four-player's a massive bonus. But, it's *still* a Formula One game.

> FORMULA ONE 2001

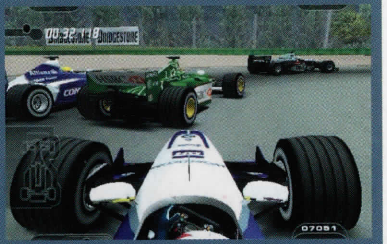
Publisher> Sony
Version> PAL
issue> #09
PSM2 VERDICT 84

PRESENTATION:
It's not overly flashy, it simple does F1 with the kind of consistency that Schumacher displays every season. The car models are sharper than EA's effort, and the whole package comes out on top… just.



GAMEPLAY:
The handling's precise, which gives an almost overwhelming scope for mastering its subtlety. Even with all driving aids on it's an animal to tame. Grrrr. The main problem is that some will find it intimidating.

MULTI-PLAYER:
Sony's monster can only cope with a paltry head-to-head with a mate, which is a shame. There's a recurring theme developing here – this is definitely one for the seriously committed race fan, there's no room for unnecessary distractions.



LIFESPAN:
Not so much a lifespan as a lifestyle. If this is your sport, then this is your game. The options, pit lane tinkering and murderous Simulation mode will have you playing until at least next year. The multi-player's weak and it the difficulty might deter the casually curious.

CHEQUERED FLAG

This is about as close as we've come to a dead heat in Absolute PS2, but there're a couple of things we ought to let you know. First of all, EA have gone for the floating voter – the casual F1 fan who might enjoy a blast around a track. They've gone for stacks of options and an almost pick-up-and-play learning curve. Sony, on the other hand, have barely coughed up a grain of something that might even resemble a compromise, and in doing so will satisfy only the hardcore fanatic. *F1 2001* gets it, purely on mass appeal.

F1 2001

MORE REVIEWS OVER THE PAGE...

RUMBLE RACING
Publisher> EA
Version> PAL **Issue**> #10
76
Arcade-style knockabout racing at its idiotic best. Undoubted fun, but for how long?

SMUGGLER'S RUN
Publisher> Take 2
Version> PAL **Issue**> #03
75
Technically jaw-dislocating, but there's not enough one-player depth to turn infatuation into ever-lasting love.

STAR WARS: SUPER BOMBAD RACING
Publisher> Activision
Version> PAL **Issue**> #11
45
There's little doubt that merely being sweet in the world of videogaming gets you nowhere. A seriously flawed karter.

TOKYO XTREME RACER
Publisher> Ubi Soft
Version> PAL **Issue**> #13
38
No taunts, betting and revving up at the lights – in fact, anything that could've made an entertaining game.

TOP GEAR DARE DEVIL
Publisher> Planet
Version> PAL **Issue**> #04
62
Like an attractive 3D *Pac-Man*, only in small cars and without the ghosts. Yep, exactly as inane as that sounds.

WACKY RACES
Publisher> Infogrames
Version> PAL **Issue**> #11
63
Perfectly solid, looks nice, but thoroughly uninspiring racer let down by some really annoying flaws..

WILD WILD RACING
Publisher> Rage
Version> PAL **Issue**> #03
71
Frustrating controls and some dead-stop scenery collisions make this an exasperating ride.

FIRST-PERSON SHOOTER

QUAKE 3 REVOLUTION
Publisher> Bullfrog
Version> PAL **Issue**> #08
85
A flawless conversion to PS2, bridging the gap where *Unreal* ends and *TimeSplitters* begins.

RED FACTION
Publisher> THQ
Version> PAL **Issue**> #11
88
BEST FPS TITLE A brave attempt at innovation ends in an entertaining action adventure that's not without flaws.

TIMESPLITTERS
Publisher> Eidos
Version> PAL **Issue**> #04
86
Great multi-player, a Level Editor and some incredibly hard challenges make this a must-buy.

UNREAL TOURNAMENT
Publisher> Infogrames
Version> PAL Issue> #07
82
Excellent single-player mode. It's just a shame that it fails so badly in multi-player.

FLIGHT SIM

SKY ODYSSEY
Publisher> SCEE
Version> PAL **Issue**> #08
79
A rarity on PS2 – a game almost entirely free of action. Hugely addictive with a real sensation of flight. Chilled.

MECH

ARMORED CORE 2
Publisher> Ubi Soft
Version> PAL **Issue**> #06
54
Construction paradise as long as you can bear the awkward controls, tiny arenas and spiteful difficulty.

GUN GRIFFON BLAZE
Publisher> Virgin
Version> PAL **Issue**> #06
70
One of the few mech titles to actually make you realise you're playing a next-gen console. Big respect from us.

RING OF RED
Publisher> Konami
Version> PAL **Issue**> #10
74
Lush battles, loads of strategy – a bit like chess but with huge robots.

ROBOT WARLORDS
Publisher> Midas Interactive

HEAD 2 HEAD

MOTOCROSS RACERS

> MX 2002

Publisher> THQ
Version> PAL
Issue> #14

PSM2 VERDICT 78

PRESENTATION:
There's plenty of atmosphere in this showy racer. The tracks are surrounded with hordings and the riders are nicely detailed. The problem is the lack of real variety in the tracks – the brown gets you down after a while.

0:17⁰³ / 2:42
700

GAMEPLAY:
The depth of the Career mode will have you reconsidering the basic throttle/brake strategy for something a little more complex once the standard of your opponents improves. The Stunt modes a bit on the shallow side – a lack of combos makes it repetitive.

MULTI-PLAYER:
Six multi-player modes including Stunt Showdown and and the ludicrously competitive Target Jumping. If you tire of simply jumping around then the two-player race will always be a satisfying burn-off.

5th
Lap 2 of 3
45

LIFESPAN:
Thanks to the bonus Stunt arenas, the tricky Career mode and that impressive bucket of multi-player options, this is serious value for what is essentially a very niche, arcade racer. The only disappointment is the lack of variety in the tricks at your disposal.

> MX RIDER

Publisher> Atari
Version> PAL
issue> #15

PSM2 VERDICT 62

PRESENTATION:
Less detail and sheen, but more grunge. Loads of it. If crud-covered racing floats your boat then you'll dig the spraying dirt, gorgeous muddy puddles and the gradual soiling of your rider as you hack round the courses.

GAMEPLAY:
A special effort's been put in to capture the realistic feel of a bucking scrambler. The bikes are tight and responsive, but the challenge is offset by the unsatisfying modes and a serious lack of personality. The stunt arenas are… er, very *rampy*.

MULTI-PLAYER:
The lack of any real thrill makes the two-player option a bit redundant. If you go up against someone who can't cope with the twitchy shocks of the handling you might as well play on your own.

LIFESPAN:
Get involved in a full season and you'll find there's enough to keep you interested until, well, it loses its appeal. Unfortunately, the freestyle levels just aren't satisfying enough. Once you've No-Handed over a shark tank you won't be rushing back to do it again.

DISHING THE DIRT

Two MX titles to choose from? Even the more esoteric sports are presenting some serious head-scratching when it comes to stocking up on titles for PS2 these days. Which is nice. If you do fancy dipping into this singularly earthy form of racing then there's only one real choice. *MX 2002* goes for the less realistic approach and in doing so jumps firmly into the world of arcade handling, concentrating on giving you loads of opportunities to leap, twirl and go hell-for-leather over some inspired courses. *MX Rider* may be realistic, but, like mud, it's a bit dull.

MX 2002

Version> PAL **Issue**> #08
46
A derivative title that packs enough tactical thought to amuse, but it's still very average.

ZONE OF THE ENDERS
Publisher> Konami
Version> PAL **Issue**> #07
84
BEST MECH TITLE The emphasis is on fun, high-intensity battling – which *Z.O.E.* delivers in spades until its premature conclusion.

PLATFORMER

DISNEY'S DINOSAUR
Publisher> Ubi Soft
Version> PAL **Issue**> #05
35
A lame game launching on the back of a successful film.

DONALD DUCK: QUACK ATTACK
Publisher> Ubi Soft
Version> PAL **Issue**> #06
29
Stunningly basic and enormously dull… even for kids.

FREAK OUT
Publisher> Swing! AG Media
Version> PAL **Issue**> #13
79
A candy-pop, innovative roller coaster ride, that falls short of greatness due to a repetitive structure and short lifespan.

GIFT
Publisher> Acclaim
Version> PAL **Issue**> #12
51
Yawn. They said they wanted to kick moribund platformers up the arse and then settled for mediocre.

KLONOA 2
Publisher> Namco
Version> NTSC **Issue**> #10
73
Visually beautiful with well machined gameplay, but it's essentially a 2D platformer that doesn't break the mould.

RAYMAN REVOLUTION
Publisher> Ubi Soft
Version> PAL **Issue**> #05
68
The characters are for kids, the gameplay's for adults. *Rayman* is only almost great for either set of gamers.

PUZZLE

AQUAAQUA
Publisher> SCI
Version> PAL **Issue**> #04
71
A solid, if slightly small, puzzler with a host of cutesy features that's worth a second look.

FANTAVISION
Publisher> SCEE
Version> PAL **Issue**> #01
85
BEST PUZZLE TITLE It lacks variety, but it's fabulous fun – enough to stand up and be counted with *Tetris*.

KURI KURI MIX
Publisher> Empire Interactive
Version> PAL **Issue**> #10
78
Frustrating, but painfully addictive. Proves that puzzle games don't have to involve slotting blocks together.

SUPER BUST-A-MOVE
Publisher> Acclaim
Version> PAL **Issue**> #04
78
Addictive and easy to get into – but ultimately little more than a PS2 buffing of the classic game.

RPG

DARK CLOUD
Publisher> Sony
Version> NTSC **Issue**> #11
81
Derivative in places, but still manages to mould the tired RPG genre into something refreshing and fun.

EPHEMERAL FANTASIA
Publisher> Konami
Version> PAL **Issue**> #12
80
Ephemeral Fantasia runs the RPG gauntlet and comes out smelling of entertainment rather than drudgery.

ETERNAL RING
Publisher> Agetec
Version> PAL **Issue**> #02
35
An uninspired, sluggish RPG. Very poor.

FINAL FANTASY 10
Publisher> Squaresoft
Version> NTSC **Issue**> #14
90
BEST RPG Stunning CGI, revised battles and the usual life-consuming plot. The UK versions out in July 2002.

ORPHEN
Publisher> Activision
Version> PAL **Issue**> #04
56

A brash attempt to defy RPG convention that ultimately overstretches itself, leaving facile gameplay that annoys.

SHADOW OF MEMORIES
Publisher> Konami
Version> PAL **Issue**> #06
80

BEST SHOOT-EM-UP

It might take a bit of getting used to – but it's certainly different. Play through it a few times to really appreciate it.

SUMMONER
Publisher> THQ
Version> PAL **Issue**> #07
70

A game with massive aspirations, unfortunately let down by shoddy graphics and a camera that'll drive you to genocide.

SHOOT-EM-UP

ARMY MEN AIR ATTACK: BLADE'S REVENGE
Publisher> 3DO
Version> PAL **Issue**> # 11
47

A decent arcade shoot-em-up that encourages you right to the end, but it looks terrible and it's very linear.

ARMY MEN: GREEN ROGUE
Publisher> 3DO
Version> PAL **Issue**> # 11
18

Repetitive, flawed and utterly lamentable. Don't bother.

ARMY MEN: SARGE'S HEROES 2
Publisher> 3DO
Version> PAL **Issue**> #09
40

A lazy banged-together rehash of established concepts, with novelty appeal for *Army Men* fans.

FUR FIGHTERS
Publisher> Acclaim
Version> PAL **Issue**> # 10
86

Rammed with stuff to do, humour and significant extras that you won't find on other formats.

MOTOR MAYHEM
Publisher> Infogrames
Version> PAL **Issue**> # 15
63

Not the stinker you might've thought it would be. Big, dumb knockabout fun that plays like a diet *Twisted Metal*.

SILENT SCOPE
Publisher> Konami
Version> PAL **Issue**> #03
67

Thrilling to begin with, but short, sharp play won't keep you buzzing indefinitely.

STAR WARS: STARFIGHTER
Publisher> Activision
Version> PAL **Issue**> #09
85

Atmospheric, exciting, and full of explosions – everything a Star Wars game should be. Bit repetitive, though.

THUNDERHAWK: OPERATION PHOENIX
Publisher> Eidos
Version> PAL **Issue**> # 14
70

Once mastered it's an explosive charge into occupied territory. Definitely lives up to its impressive legacy.

TWISTED METAL: BLACK
Publisher> Sony
Version> NTSC **Issue**> # 13
80

Fast, frenetic and a real puller. Darkness be damned, we like the way *Twisted Metal: Black*'s sick carnage plays.

WDL THUNDER TANKS
Publisher> 3DO
Version> PAL **Issue**> #06
69

It's basic and linear, but get into it and it's surprisingly fun.

WDL WAR JETZ
Publisher> 3DO
Version> PAL **Issue**> # 11
29

Halliwell-thin and totally inadequate gameplay. How can a game with this many explosions be so dull?

SIM

ALEX FERGUSON'S PLAYER MANAGER
Publisher> 3DO
Version> PAL **Issue**> # 15
65

Much like the man himself – thorough and insightful but also guaranteed to get up your nose after a while.

THEME PARK WORLD
Publisher> EA
Version> PAL **Issue**> #05
68

> SHELF LIFE: THE FIVE NTSC GAMES YOU SHOULD OWN

Whether you're desperate to play the big games months before everyone else or simply sweating money, PSM2 gives you the definitive reviews of the best games available on import. If you own an NTSC machine, you'll want to make shelf life your first NTSC stop.

PlayStation 2
KONAMI
KCET
WORLD SOCCER
WINNING ELEVEN 5
KONAMI

01 > WINNING ELEVEN 5
The *ISS Pro Evo* game that PS2's been screaming at the ref for. Unrivaled gameplay and dazzling visuals make this essential.

PlayStation 2
Devil May Cry
CAPCOM

02 > DEVIL MAY CRY
Soon to be unleashed on the UK's panting gamers in time for Christmas. Best chuck a bung to Santa now – this is a must for the list.

PlayStation 2
FINAL FANTASY X
SQUARESOFT

03 > FINAL FANTASY 10
Can't wait until next year? Well, not surprising really. Check our definitive import review of *FF10* in PSM2#15 before you go NTSC.

PlayStation 2
ピポサル 2001

04 > PIPOSARU 2001
Or *Ape Escape 2001*, if it makes things any easier. A corking platformer on PSone now going, ahem… bananas on PS2.

PlayStation 2
PaRappa The Rapper 2

05 > PARAPPA THE RAPPER 2
The barking cute cult makes it onto PS2 with bigger tunes, brasher graphics and dafter rhymes. Boss dog.

Enough depth to stimulate for quite some time – but it's still capable of running itself without any help from you.

SPORT

ALL-STAR BASEBALL 2002
Publisher> Acclaim
Version> PAL **Issue**> # 10
72

A quality two-player game of hardball, but best of British trying to find someone to play against.

DAVE MIRRA FREESTYLE BMX 2
Publisher> Acclaim
Version> PAL **Issue**> # 14
76

Bugs aside, this still has some impressive moves on PS2.

ESPN NBA 2NIGHT
Publisher> Konami
Version> PAL **Issue**> #07
59

Lots of nice touches and a solid, playable game of basketball, let down by unforgivable graphical glitches.

ESPN INTERNATIONAL TRACK AND FIELD
Publisher> Konami
Version> PAL **Issue**> #04
63

Dazzling to look at, but a jolt of bemani-flavoured sophistication doesn't save it from looking tired.

ESPN NATIONAL HOCKEY NIGHT
Publisher> Konami
Version> PAL **Issue**> #09
68

A solid, realistic ice hockey sim that's bang up to date. Marred by a reliance on character stats.

ESPN WINTER X GAMES SKATEBOARDING
Publisher> Konami
Version> PAL **Issue**> # 15
62

A flawed compromise of reality and fantasy. Despite some inspired touches, this is for skate nuts only. Shame.

ESPN WINTER X GAMES SNOWBOARDING
Publisher> Konami
Version> PAL **Issue**> #04
70

The unforgiving learning curve may put the curious off. Go for *SSX* for maximum thrills.

FIFA 2001
Publisher> EA
Version> PAL **Issue**> #04
79

A beautifully designed footy game that's yet to have the maddening niggles of the *FIFA* series kicked out of it.

INTERNATIONAL LEAGUE SOCCER
Publisher> Eon
Version> PAL **Issue**> # 12
07

Shamelessy repackaged and aimed at young fans. Arse.

ISS
Publisher> Konami
Version> PAL **Issue**> #02
81

Not the best football game ever, but settles for great playability and the odd touch of class.

MADDEN NFL 2001
Publisher> EA Sports
Version> PAL **Issue**> #04
86

Shows other series how it should be done.

MADDEN NFL 2002
Publisher> EA Sports
Version> PAL **Issue**> # 15
87

BEST SPORTS SIM If you own *Madden 2001*, it's definitely time for a trade-in.

NBA LIVE 2001
Publisher> EA
Version> PAL **Issue**> #07
72

A valiant – and mostly successful – attempt to translate a sport that just doesn't lend itself to the sim approach.

NBA HOOPZ
Publisher> Midway
Version> PAL Issue> #07
70

As fun as the *NBA Jam* series ever was – but is it worth shelling out 30 quid for a ageing arcade game?

NBA STREET
Publisher> EA
Version> PAL **Issue**> # 11
74

A funky take on basketball that fails to explore its wilder ideas. Still, it's hard-hitting instant fun.

NHL 2001
Publisher> EA
Version> PAL **Issue**> #04
70

Looks the business with a pile of options, but it feels like it's the stats rather than you ability winning game.

NHL 2002
Publisher> EA
Version> PAL **Issue**> # 15
70

The gameplay's tight and the visors shiny. A competent update that occasionally loses itself up its own gimmicks.

KNOCKOUT KINGS 2001
Publisher> EA
Version> PAL **Issue**> #07
79

Beautifully captured, but incredible character models are compromised by some nasty graphical glitches.

POOL MASTER
Publisher> Take 2
Version> PAL **Issue**> #05
45

Skimps in the areas it should be concentrating on, and isn't much more functional everywhere else.

READY 2 RUMBLE: ROUND 2
Publisher> Midway
Version> PAL **Issue**> #04
82

BEST BOXING TITLE Anything that looks this good and makes you laugh demands attention.

RUGBY
Publisher> EA
Version> PAL **Issue**> # 10
80

Although not exactly flawless, this plays a damn fine – if a little simple at times – game of rugby.

SKY SURFER
Publisher> Idea Factory
Version> PAL **Issue**> #06
29

A diverting mini-game packaged up as the real thing. Awful.

SSX
Publisher> EA
Version> PAL **Issue**> #03
94

BEST SNOWBOARDING TITLE *SSX* does for PS2 what *WipEout* did for PSone. Fast, groovy and very playable. Soon to be updated with *Tricky*.

SWING AWAY GOLF
Publisher> EA
Version> PAL **Issue**> #05
70

A very relaxing, helpful, chirpy game of golf. Comedy characters kick realism in the head. There're no Tigers here.

THIS IS FOOTBALL 2002
Publisher> Sony
Version> PAL **Issue**> # 14
71

Deceptive playability and with some excellent detailing, but the occasional flaw limits the long-term appeal.

TIGER WOODS PGA TOUR 2001
Publisher> EA
Version> PAL **Issue**> #08
72

It captures the feel and emotion of golf perfectly – shame that the number of levels and characters are so limited.

UEFA CHALLENGE
Publisher> Infogrames
Version> PAL **Issue**> # 12
56

The occasional neat touch gets strangled by stilted animation and odd ball movement. Shame.

VICTORIOUS BOXERS
Publisher> Empire Interactive
Version> PAL **Issue**> # 14
80

This realistic boxer falls just short of greatness, held back by some bizarre bugs. Still a hard-hitting challenge, mind.

WINNING ELEVEN 5
Publisher> Konami
Version> NTSC **Issue**> #09
91

BEST FOOTBALL TITLE All we wanted was a version of PSone's *ISS Pro 2* – and we've got it.

WORLD CHAMPIONSHIP SNOOKER 2002
Publisher> Codemasters
Version> PAL **Issue**> # 14
76

Beautifully crafted snooker sim which captures the atmosphere and realism of this gentle ball game.

STRATEGY

AGE OF EMPIRES 2
Publisher> Konami
Version> PAL **Issue**> # 15
76

Not a beauty by any stretch of the imagination, but over-flowing with tactical subtlety, brain-warping challenge and compelling variation.

KESSEN
Publisher> EA
Version> NTSC **Issue**> #05
74

Takes Japanese strategy into the major league and does a convincing job of recreating conflict in the 16th century.

UTILITY

MTV MUSIC GENERATOR 2
Publisher> Codemasters
Version> PAL **Issue**> # 10
90

A Pandora's box, offering professional results to everyone. If there's music in your soul, this disc belongs in your PS2.

Absolute PSM2's fat with games and updated every issue. Don't even *consider* relying on other reviews before you buy.

FA

"THE COMEDY-HOST'S BAGGY MUG SQUINTS AT YOU FROM BEHIND THE MULTIPLE-CHOICE ANSWERS"

Christmas 2001 is emerging as one of the most contested in recent times. And there's not even a sniff of Lara Croft's saddlebags this year. PlayStation 2 gamers are spoilt for choice. But as always, you're being presented with some difficult decisions – titles that offer very similar thrills for a very similar price. So, to help you out, here's where we start picking those games apart. We'll let you know which features should make a difference to you in some of the biggest games of the next few months.

Some of the titles you'll find over the page haven't actually been through the PSM2 reviews suite as yet. But we promise that we've spent enough time with them to make a balanced judgement of recommendation.

CE-OFF!

"Tarrant, you are the weakest link... goodbye." "Is that your final answer? You can walk away now if you like." Christmas is a time for squabbling. But PSM2 is here to sort things out...

PUZZLERS

WHO WANTS TO BE A MILLIONAIRE: 2ND EDITION VS THE WEAKEST LINK

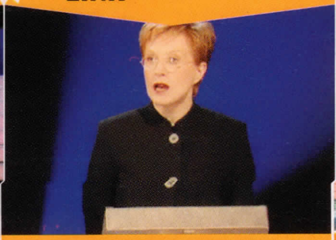
BOARDERS

TONY HAWK'S PRO SKATER 3 VS AIRBLADE

1 PRESENTATION

Impress us, dammit! Smash us into next week with your hi-res visuals and sauce-ridden sonic pies. Do you have atmosphere? Do you? Then suck us in and keep us there…

The obvious new feature is Tarrant himself. The comedy-host's baggy mug squints at you from behind the multiple-choice answers, asking if that really is your final answer. There's a 3D studio and audience too.



Smart blend of video footage and 3D action. This is the most effective transition from TV to PS2 we've seen. It's just a shame that the money-grabbing punters you can choose from are a little bland.

SCORE 6909
AIRWALK + BENTO BOX GAP
525 X 2

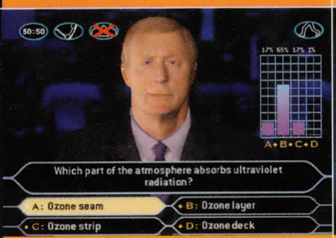
The pop up-free game world stretches into next week, and the multi-level design'll leave you gasping. Pedestrians you cut up either get shouty or give you points for dazzling them. It's phenomenal to look at.

SCORE 00000000
4:00
There's security guys in thi

Look past the minor glitches in camerawork and you'll see a world of skyscrapers and radar dishes skim past with eel-like grace. This is how you imagine a hoverboard game should look like.

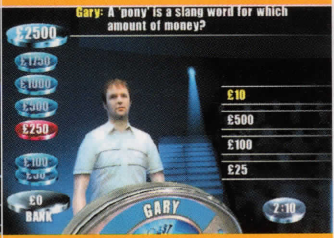
2 GAMEPLAY

That elusive stuff… the make 'em or break 'em thing that the best games have by the skip load. How does the game handle? How intelligent are the opponents? Is it any fun?


50:50
17% 65% 17% 1%
A • B • C • D

Which part of the atmosphere absorbs ultraviolet radiation?
A: Ozone seam
B: Ozone layer
C: Ozone strip
D: Ozone deck

You know the drill – all the elements of the TV show recreated perfectly. There's over 1,000 new questions, written by the Question Masters from the programme. Get 15 of them right for one million virtual quids.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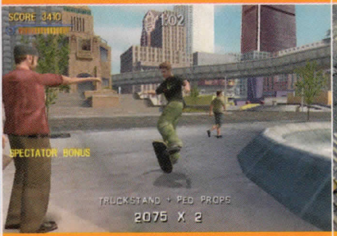
£25
GARY
2:10

Gary: A 'pony' is a slang word for which amount of money?

Thousands more questions than you'll find in *WWTBAM2*, but the nature of the team-based game means there needs to be. Multiple choice style question veer away from the show, and it's rubbish on your own.


SCORE 3410
1:02
SPECTATOR BONUS
TRUCKSTAND + PED PROPS
2075 X 2

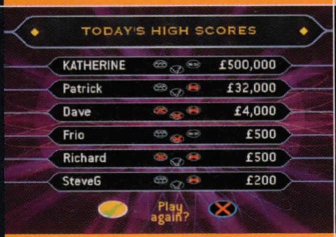
Rich, deep and velvety smooth. Twice the amount of tricks from *THPS2* on PSone, including the new reverts, lip tricks and flatland moves. The supreme Create-A-Skater option's sublime.

SCORE 00035973
2:16
2 combo 278
control panel 3 of 5

Stitching the swings and grinds together is a wafer of a plot – but it's just an excuse to destroy things with your 'boarding skill. You'll have read our review by now and know how we would have improved things…

3 MULTI-PLAYER

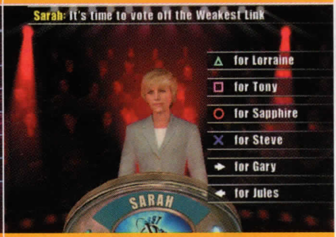
More important than it's ever been, But that's not to say every game *needs* a multi-player feature.



TODAY'S HIGH SCORES

KATHERINE	£500,000
Patrick	£32,000
Dave	£4,000
Frio	£500
Richard	£500
SteveG	£200

At last! Three different modes, each catering for up to four players. Fastest Finger (where the first person to put four answers in the correct order enters the game proper), Head-to-Head and Team game.

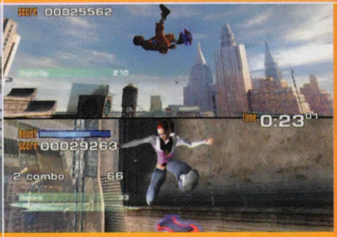


Sarah: It's time to vote off the Weakest Link
△ for Lorraine
□ for Tony
○ for Sapphire
✕ for Steve
→ for Gary
← for Jules

This is where TWL knocks *Millionaire* into a cocked hat. Up to seven people can get involved in a game, and stab each other in the back. It can get a little confusing remembering who's playing who though.

SCORE 500
AIRWALK
500

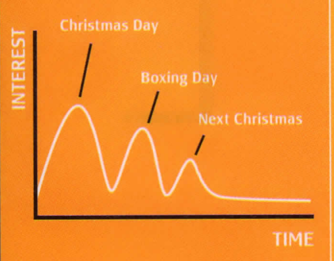
Originally, *THPS3* was planned to be network compatible, but rumours from the States indicate this might not be happening now. There's still the in-game head-to-head stuff though.

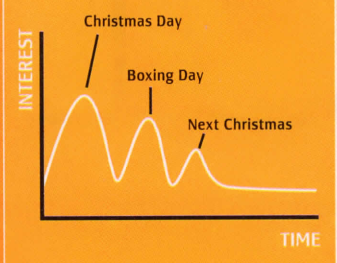

SCORE 00025562
time 0:23
SCORE 00029263
2 combo 66

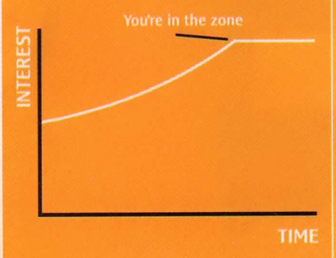
Good variety here – Showoff, Party, Ribbon Tag, Trick Attack and Score Attack two-player modes. But *Tony Hawk's* matches it for thrills all the way. Trick and Score are worth hanging around for.

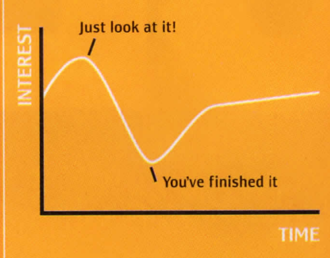
4 LIFESPAN

Will you still be nostalgically dipping in to it next year, or will it be a part-ex on *Ear Doctor: Go! Monkey! Punch! 7* next week?



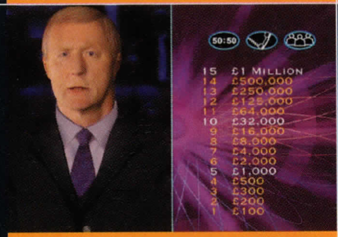




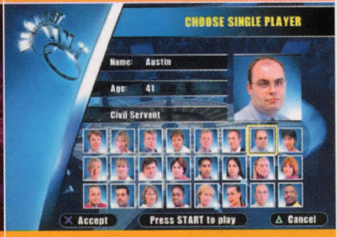


5 THE X-FACTOR

Sometimes you just can't put your finger on it, you just know it feels *right*. That's the X-factor at work.


50:50
15 £1 MILLION
14 £500,000
13 £250,000
12 £125,000
11 £64,000
10 £32,000
9 £16,000
8 £8,000
7 £4,000
6 £2,000
5 £1,000
4 £500
3 £300
2 £200
1 £100

Damn it all to Dickie Davies, it's better than the original. It captures all the atmosphere of the show alright – the trouble is, there's still nothing to lose, and nothing to gain. Which kind of defeats the whole purpose.


CHOOSE SINGLE PLAYER
✕ Accept
Press START to play
△ Cancel

Name: Austin
Age: 41
Civil Servant

Again, you don't win any money. But, apart from the at-times frikking annoying characterisations, this is polished party stuff. Could cause some serious friction between edgy relatives, though.

SCORE 1290
VARIAL INVERT
1450

Tony Hawk's 3 has that elusive X-factor in spades. There aren't many games that flow like this – once you're in the zone you won't want to leave. This will stay with you for a very long time.

SCORE 00014325
2:57

The limit to the trick possibilities and the dozy plot mean you won't find yourself lost in *Airblade* to quite the extent that you'd imagine. Smashing stuff's fun, but not six months worth of fun.

THE BEST?

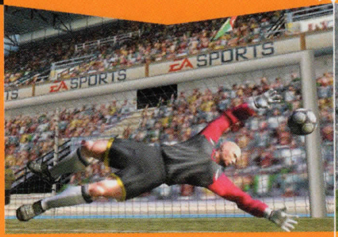
It all comes down to which show you prefer, really. They're both pretty faithful to the programmes, with tweaks to suit the videogaming format. For a Christmas spectacle though, we'd go for… *The Weakest Link*

Mr H has done it again. Its depth and variety, its new features and long-life, all add up to a compelling package. *Airblade* will only repay the committed 'boarding fan. The choice for everyone has to be… *Tony Hawk's Pro Skater 3*

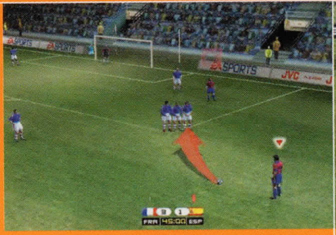
FOOTY

FIFA 2002 VS PRO EVOLUTION SOCCER

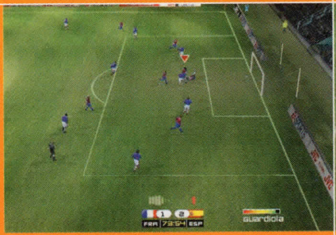
FIFA 2002



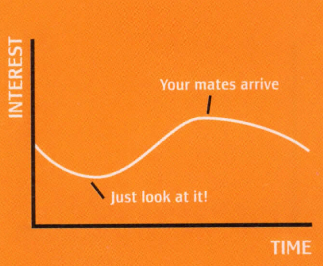
We originally thought they were detailed player models, then the review code arrived… hell, they look tatty. The atmospherics are great though, with smart stadiums, tidy grass and TV-quality cut-scenes and commentary.

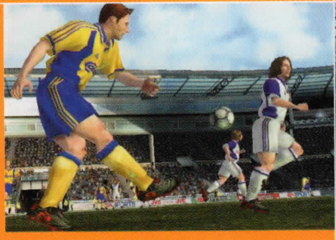


We've got too many issues with the passing system and the tough learning curve, which doesn't so much curve upwards as expect you to leap a 20-foot brick wall. Tackling and shooting has been improved though.



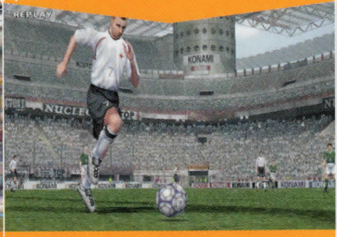
Solid as a rock. But you'll always find yourself wondering what you're missing out on in *Pro Evolution Soccer*. The answer's a more rounded, much better balanced game of football. *FIFA*'s the weaker game.



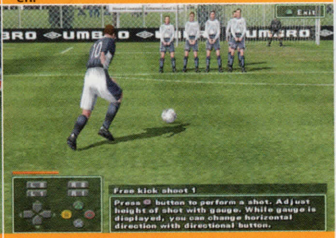


Feels more realistic than ever before, so you'll find yourself being carried along. But because of the awful player renditions, the magic soon stops. Instead of a gorgeous thicky, we get Mr average, on all counts.

PRO EVOLUTION SOCCER



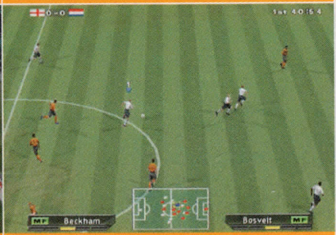
Click through the rank presentation screens and you're sucked into a breathtaking world of accurate player likenesses, bright animation and unbeatable stadia. Take some time to look around – this is ball and boot heaven.



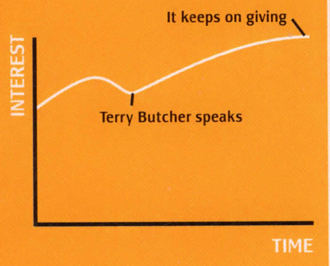
Free kick shoot 1

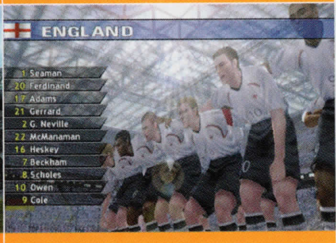
Press ○ button to perform a shot. Adjust height of shot with gauge. While gauge is displayed, you can change horizontal direction with directional button.

So near to perfect it hurts, despite Terry Butcher and Chris James. Accurate tackling, exact passing and a stack of tournaments contribute to the most satisfying footy experience on PS2.



The most balanced experience out there. We've been playing it for months and we haven't stopped shouting yet. With a copy of *Burnout*, *SSX Tricky* and *Pro Evo*, you've got the perfect mate-entertaining line-up.





ENGLAND

1 Seaman
20 Ferdinand
17 Adams
21 Gerrard
2 G. Neville
22 McManaman
16 Heskey
7 Beckham
8 Scholes
10 Owen
9 Cole

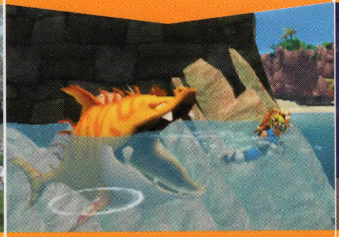
It just *is* football. Even if you're not participating you almost want to have a scarf made with your mate's name on it. Little one-inch men? Playing *proper* football on your TV? You'd better believe it.

FIFA's getting there, but *Pro Evo*'s the most realistic football experience going. The more you put into it, the more you get out. The only choice… *Pro Evolution Soccer*

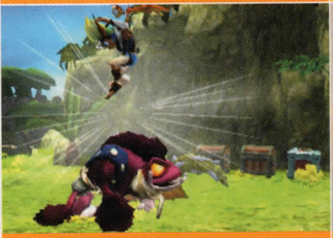
PLATFORMERS

JAK & DAXTER: THE PRECURSOR LEGACY VS CRASH BANDICOOT: THE WRATH OF CORTEX

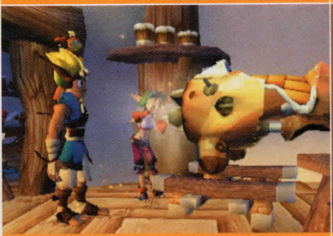
JAK & DAXTER: THE PRECURSOR LEGACY



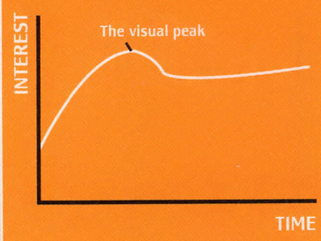
A curvy, cartoon, completely solid game world that stretches for miles. Crystal-sharp lighting effects. Silky swoops from day to night. Spellbinding animation. You look at the game and you *want* to play it.

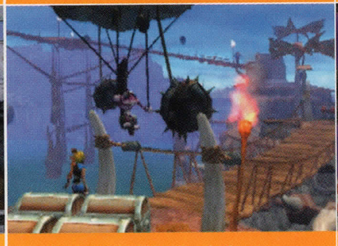


We weren't expecting quite so much orb-collecting and crate-smashing, we have to say. There's plenty of mini-game action which provides some variety, but there's not a great deal of strategic thinking to be done.



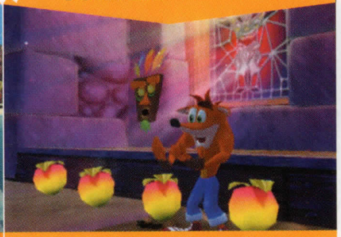
Like *Crash Bandicoot*, there's no multiplayer. Like reading, platformers are best enjoyed alone. But we've been playing it for days, and there's still no sign of Jak and Daxter complementing each other's actions.



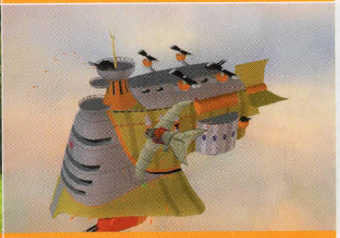


It still doesn't feel like the platform-adventure PS2's been waiting for. It looks astounding, and it's an incredibly tight piece of software. But there seems a sad lack of innovation from what we've seen.

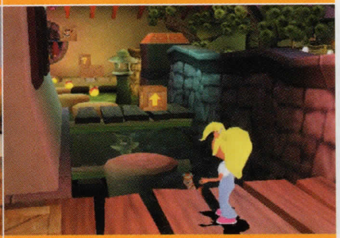
CRASH BANDICOOT: THE WRATH OF CORTEX



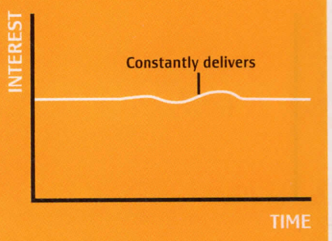
The one thing about *Crash* on PSone was that it looked great. On PS2 it looks *good*. It doesn't have the same impact up against the likes of *Jak and Daxter*. Nice apples – sorry, Wumpa fruit – mind.

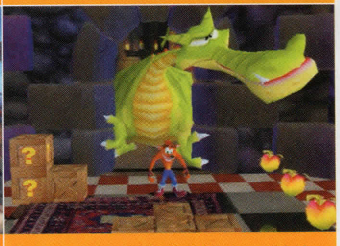


It's a subtle evolution, not a revolution. *Crash* hasn't become a go-anywhere platformer – seen as a Very Bad Thing by some people. There *are* new vehicles, though, which allow you a little taste of freedom.



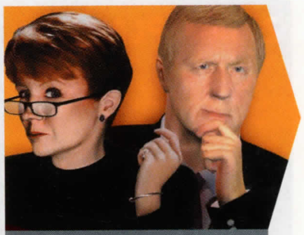
No *Rayman M*-style head-to-head, but you are given the chance to choose from two playable characters – Crash and Cocoa – with different vehicles for each. They beat Jak and Daxter at their own game here.



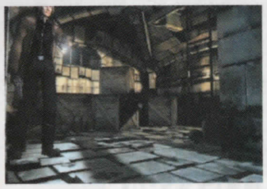


Baby gamers will blindly fall in love with the 'Coot all over again, because he's hardly doing anything new that they won't understand. It doesn't look likely to do the same with the rest of us.

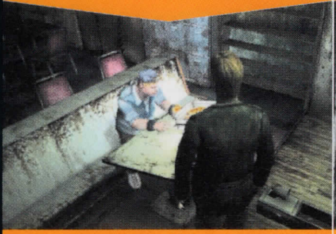
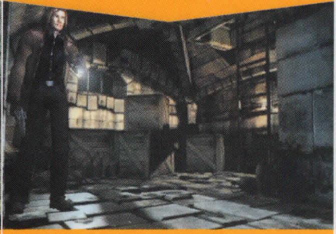
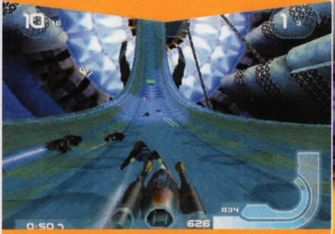
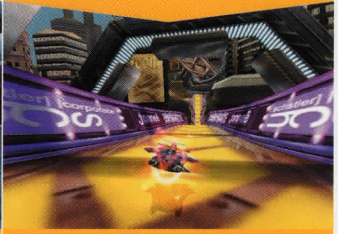
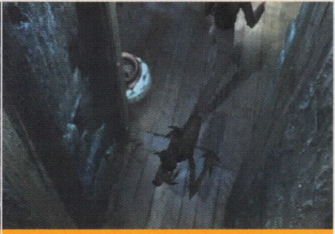
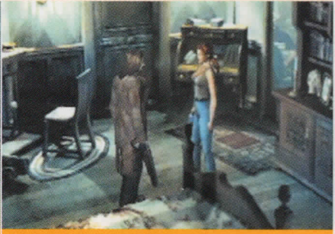
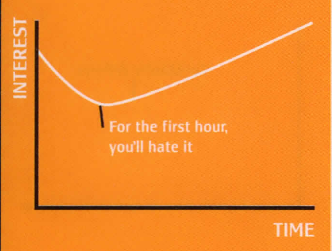
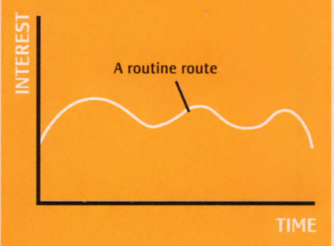
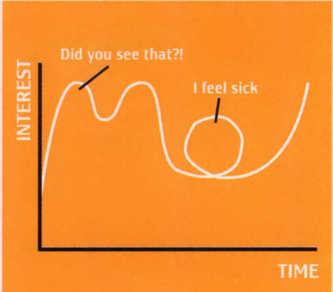
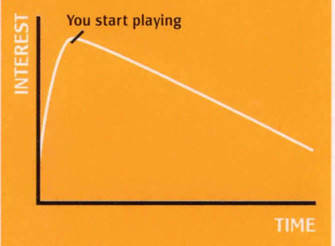
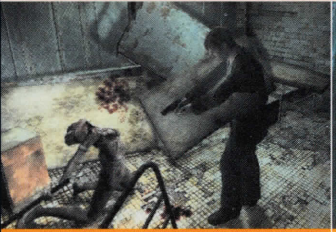
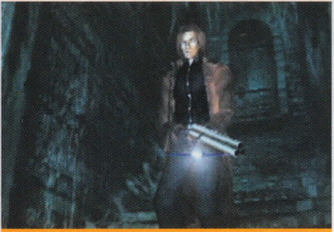
Jak and Daxter – God, you want to hate them, but you can't. You'll instantly feel at home with *Crash*, even though you've never played it before. We'll be reviewing it next issue, but we can see this cleaning up… Fancy something new? Then go for *Jak and Daxter*



MORE OVER THE PAGE!



FACE-OFF!

	HORROR		SCI-FI RACING	
	SILENT HILL 2 VS	**ALONE IN THE DARK: THE NEW NIGHTMARE**	**WIPEOUT FUSION** VS	**G-SURFERS**
1 PRESENTATION Impress us, dammit! Smash us into next week with your hi-res visuals and sauce-ridden sonic pies. Do you have atmosphere? Do you? Then suck us in and keep us there…	 Never before has a game managed to blend story and gameplay so utterly convincingly. The lighting effects and camerawork are straight out of the movies, and the cut-scenes leave you gasping for air.	 No real difference between this and the PSone version at times. The pre-rendered backgrounds are lovely and the lighting effects are snappy, but you'd expect them to be. It's not as oppressive as *SH2*.	 You'll have seen this in action on the DVD. *WipEout*'s always been about the speed, and Fusion's detailed futurescapes burn past at a phenomenal rate. There're several neck-crickingly tense set-pieces too.	 Hell, it's a *bit* rough. The frame-rate's as choppy as the North Sea. It's fast – you're supposed to be hurtling at 10,000km an hour – but with the frame-rate locked at 30fps it all feels sickeningly chuggy.
2 GAMEPLAY That elusive stuff… the make 'em or break 'em thing that the best games have by the skip-load. How does the game handle? How intelligent are the opponents? Is it any fun?	 You'll catch yourself *needing* to find out what's about to happen to James Sanderland. The combat's a little awkward and you'll tire of all *that running*, but this is a game you can't stop playing.	 It's an honest survival horror with a strong storyline. But it doesn't move this style of game on. A clunky control system and a lack of tension don't help matters. Don't expect any real surprises here.	 Fast, punchy and with enough new touches to tempt *WipEout* veterans out of retirement, *Fusion* can feel fresh when it wants to. It still handles as well as ever – mastering the airbrakes is always the key to success.	 As we pointed out in the review, it does feel a little easier to get to grips with than *Extreme-G 3*, but the question is: would you want to bother? It lacks style, save for the Trackman course editor.
3 MULTI-PLAYER More important than it's ever been, But that's not to say every game *needs* a multi-player feature.	 The only way to visit *Silent Hill* is alone, but you'll draw a crowd of onlookers – its powerful plot and visceral visuals are *that* irresistible. You'll be threatening on-lookers with a real bat after a while.	 Another single-player game, but you can play as either Edward Carnby or Aline Cedrac. Each starts off in a different location and has their own route through the game, which is a shrewd feature.	 We've yet to see *Fusion*'s Head-to-Head. Actually, we've yet to see it running on a split-screen at all, which is worrying. We're confident the frame-rate will still be a little easier to take than *G-Surfers* though…	 It's more competitive when you're going up against a mate, but the lack of weapons can mean races aren't as enthralling as they should be. That is, if you can tempt your mate to pick up the pad in the first place.
4 LIFESPAN Will you still be nostalgically dipping in to it next year, or will it be a part-ex on *Ear Doctor: Go! Monkey! Punch! 7* next week?	 	 	 	
5 THE X-FACTOR Sometimes you just can't put your finger on it, you just know it feels *right*. That's the X-factor at work.	 We love this game. It's not the most pleasant experience on PS2 – you'll hate it at times. But no other game blurs the boundaries of entertainment so shockingly. It's *bad*, but it's *right*.	 To be honest, there isn't much of that elusive X-factor with *Alone in the Dark*. Despite the strong plot, you're never fully immersed or apprehensive, and there's not enough fighting. It's all a bit plodding, really.	 We've always had a bit of soft spot for *WipEout*. It's the game that made PlayStation cool, and *Fusion* seems to be building on that. Like *SSX Tricky*, it's darker than any of its predecessors.	 With as much sex appeal as a dustbin, *G-Surfers* isn't a game you want to be seen playing. The level editing feature, although a doddle to use, just feels like a bolted-on DVD extra.
THE BEST?	No question about it, Konami have done it again. More cinematic than *Metal Gear*, more distressing than *Resident Evil*. This is gaming at its most compulsive. If you've got the bottle, it's gotta be… **Silent Hill 2**		Although we haven't reviewed *WipEout*, we've played enough of it to reached the informed opinion that, barring any great balls-up, Sony's game's your futuristic racer of choice… **WipEout Fusion**	

Better

GAMESTER
DVD
SELECT CD
STOP/CANCEL
SCREEN
SELECT
CONFIRM
AUDIO
FR
UP
FF
LEFT
PLAY/PAUSE
RIGHT
PREVIOUS
DOWN
NEXT

Connected

To extend the range of your PlayStation 2
You just need to have the right connections

Take our Multi Scart Adaptor, for example. This three-into-one switchable Scart block allows up to three items of Scart-enabled hardware to be connected to a single Scart socket.

Want to connect your PlayStation 2 to your TV? Our high quality RF Unit does the job in style, straight through the aerial. Maybe you prefer a Scart connection? Then use our Scart AV Lead for improved picture and sound quality. And remember, each of these products has gold connectors for reduced static and a perfect contact every time.

But if you want control at your fingertips, you'll really click with our cool new DVD Remote Controller. This funky infra red unit puts you in charge of the DVD player functions on your PlayStation 2, wherever you are in the room.

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GAMESTER®

THE UNFAIR ADVANTAGE

PRO TIPS

プロ/ヒント

TRAINING YOU IN THE DARK ARTS OF PS2

トクセンジョウホウ

HOLLOWING OUT PUMPKINS AND THREATENING TO EAT THE TOWNSFOLK'S CHILDREN – PSM2 LOVES HALLOWEEN.

JOEL

As the nights close in, there's nothing better than amassing a vast pile of ill-gotten 'candies', disconnecting the doorbell and settling down for some serious gaming. However, attempting to unravel the head-jangling mysteries of *Silent Hill 2* while you're high on a cocktail of Starburst and marshmallow flumps is a danger to your brain – Dan's already duct-taped up all the cracks in the office and wrapped his hands in clingfilm. Fortunately, he's also written a comprehensive Spoiler guide to the game – keep it on hand as a reference tool, but don't just read it unless you want to *ruin* the game.

Keeping the theme of eye-straining darkness and inescapable horror going – but seguing nicely into Guy Fawkes Night's pyrotechnics – you'll find the second part of our guide to *Twisted Metal: Black* starting on pg 126.

Finally, is it better to be feared than loved? Marcus thinks so, but Chop Chop Master Onion disagrees. Catch some of his terror-averting advice on pg 118 – just don't get too close. Anyhow, we can't stand here all day yakking. We're all off to celebrate El Dia De Los Muertos in Mexico – sugary skeleton heads and a sing song in the public cemetery for everyone. Winner! **PSM2**

NEED HELP?

Are you cack-handed at Kessen? Boarding like a berk in SSX? Or have you got some advice you'd like to give to other readers? Then e-mail us at PSM2@futurenet.co.uk or write to us at the usual address.

PSM2 PRO TIPS ARE POWERED BY AR2 V2

PSM2'S MANIFESTO

PSM2's TIPS ARE: An in-depth guide to the games you need them for. We don't devote masses of space to hopeless games, because we know you won't be buying them. Instead, we'll cover every essential game in detail, but keep you up to date with all the things that entertain, challenge or amuse us in our everyday gaming.

PSM2's TIPS AREN'T: Lovingly reproduced pictures of dozens of identical cars, or instructions to 'block' in fighting games or 'ease off the gas' while you're driving. You know that, don't you?

BEENIE ON TOASTER: Spend some quality time with PaRappa and change his hat. Oh, wow...

›the pick of what's new トクセンジョウホウ

HOT TIPS

Surrounded by slightly miffed games injuns? Let PSM2's tips cavalry thunder heroically to your aid.

PARAPPA THE RAPPER 2

Complete *Silent Hill 2*, and you get a chainsaw. Slog your way through *Code: Veronica*, and you get a rocket-launcher. Rhyme your way through *PaRappa*, and you get... a new hat. Yep, completing the game a set number of times unlocks different coloured hats, in this order:

-Blue
-Pink
-Yellow

It isn't *completely* pointless, though. Finish the game with a yellow hat, and you'll unlock a dog house that allows you to listen to any song in levels that you finished with a cool rating.

ARCTIC THUNDER

Completing the race levels with gold medals will reward you with codes to make the action more interesting. If you can't be bothered with that, though, just nick ours.

All Atomic Snowballs
□, □, □, L1, ○, START.

All Boost Mode
○, R1, R1, ○, R2, START.

All Random Pick-Ups
R1, R2, □, ○, R1, R2, START.

Expert Mode
○, □, ○, ○, □, START.

No Drones
□, □, ○, ○, L1, R1, START.

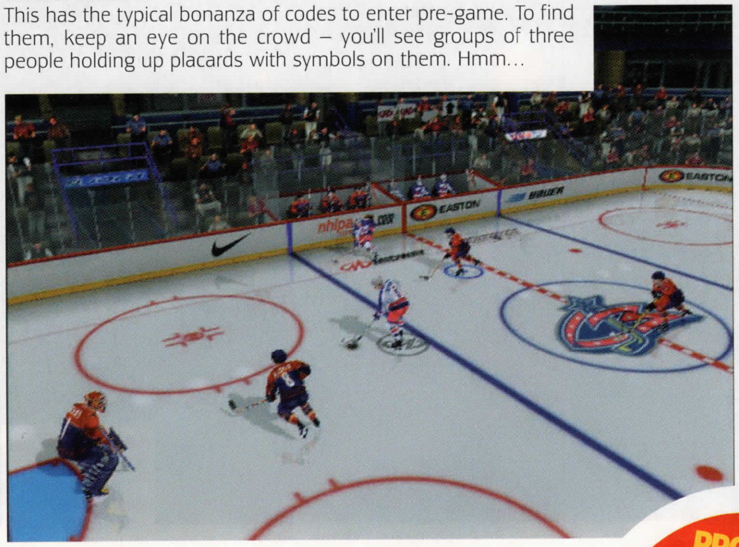
DYNASTY WARRIORS 3

No, nothing to do with the feuding

TIP OF THE MORNIN'

NHL HITZ

This has the typical bonanza of codes to enter pre-game. To find them, keep an eye on the crowd – you'll see groups of three people holding up placards with symbols on them. Hmm...



Carringtons and Colbys – just the latest strategic samurai hack-em-up. If you've got an import machine, you'll want these cheats – just enter them on the title screen.

TIPS ON THE DVD!

Still not going fast enough? Check out this issue's disc for some super-smart *4x4 Evolution* and *Extreme-G 3* cheatin'...

Edit Opening Animation
R1, □, L1, □, R2, △, L2, △.

Unlock All Wu Kingdom Warriors
△, L1, □, R1, R2, L1, L2, L2.

Unlock All Levels
R1, R2, L2, L1, □, R2, △, L1.

Unlock All Movies
L1, △, R1, △, L2, □, R2, □.

Unlock All Shu Kingdom Warriors
L1, □, △, R2, L1, L2, L2, R1.

Unlock All Sound Tests
□, △, △, □, L1, R1, R2, L2.

Unlock All Warriors
□, R1, △, L1, △, R2, □, L2.

WHOA, NELLY: Dish out some rough justice on the battlefield with this handy combat elephant.

PRO TIP

Mr T's cheat of choice (below) works with other bits of *Scope 2* – try repeatedly running out of time for extra seconds..

SILENT SCOPE 2

Hands shakier than a wino in a draught playing Ker-plunk? Not to worry, we've got just the thing to sort out those of you who couldn't hit a cow's arse with a banjo.

Trade Health For Time

To trade half of one health pack for five seconds, pause the game and press ↑, ↑, ↓, ↓, ←, →, ←, →, ⊗, ◎.

Trade Time For Health

To trade five seconds of time for one half of a health pack, pause the game and press ◎, ⊗, →, ←, →, ←, ↓, ↓, ↑, ↑.

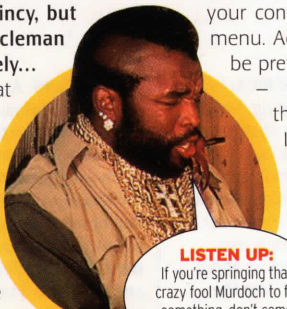
›GUEST TIP ゲストヒント

MR T PITIES YOU

You might remember him as Bruise Brubaker, Bosco Baracus or JT Quincy, but PSM2's mohawked muscleman hasn't been himself lately...

"Oh, I thought that appearance on TV's popular comedy Diff'rent Strokes would take me to the next level. What a super-sucka I was. Anyway, if you continue your game more than 100 times in *Silent Scope 2*, you'll get the option to extend your continues to infinite in the menu. Admittedly, you'd have to be pretty desperate to do that – but more desperate than appearing in Inspector Gadget, DC Cab and Spy Hard? You've been a fool, T. A damn crazy fool."

Mr T is going out now. He may be some time...



LISTEN UP: If you're springing that crazy fool Murdoch to fly something, don't come anywhere near me... ooo, milk.

THE BEST NEW CODES FOR YOUR ACTION REPLAY 2

Remember, you *have* to enter the M code first, or the others won't work.

RESIDENT EVIL CODE: VERONICA X
(M)
EC877870
1456E60A

Infinite Health
1CD31054
1456E745

Infinite Item/Ammo Slots
4CD31CD0
1456E404

Unlock Extras
4CD31A5C
1456B00C

Low End Time
1CD322F8
1456E7A5

C.A.R.T FURY
(M)
EC8CCFB4
1456E60A

999 Kills in Lock On
4CCD3A58
1456E404

Points Season Mode
4CCD3A58
1456E404

Lives Demolition Mode
3CC27E40
1456E7A1

Always Win Block Mode
3CCF9ED4
1456E7A6
3CC27F08
1456E7A5

Always Super Boosted
0CCD1E01
1456E7A5
3CCD1E01
1456E7A6

Boost Gauge At Full
0DC26FCC
1436E66B
4CC26FCC
1456E66B

Always First
0CCD1E84
1446E7A5
3CCD1E84
1456E7A5

Driving 101 Barrels
3CF71268
1456E7A5

Open All Tracks
3CCD4535
1456E70C
3CCD4532
1456E70C

Open All Cars
3CCD4531
1456E70C
3CCD452E
1456E70

PARIS-DAKAR RALLY
(M)
EC8775F0
1456E60A

Time Attack
4CDCF238
1456E70C

Timer set to Zero
1C82155C
1456E7A5

Infinite Repairs
4CDCF254
1456E404

Virgin INTERactive
_PHATCONTROLLER
welcome
STREAM STYLE
LAP 1/6
0:54.21
PlayStation.2
STUNT GP
TITUS
TEAM17
PlayStation.2
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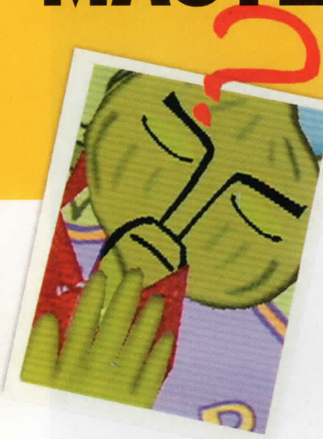
www.virgininteractive.co.uk www.team17.com

TEST... CHOP CHOP MASTER ONION



Mr Onion wants to help you. Hug him. Kiss him. *Love* him.

ONIMUSHA

Dear PSM2

Could you please help me? In *Onimusha* I'm stuck in the west area and when you take control of Kaede she has to find two plates, and I can't find the gold one.

Jon,
Via e-mail

Go back to the corridor where you turned left to get the silver plate, then go right and into the room with the three furnaces.

Dash past them, pull the chain in the corner, then *quickly* run for the door that this opens. Inside, you'll find the gold plate on the wall. *Hold hands, face to face. Get romantic, let's get it on.*

IN FURNACE: Get yourself down to the hottest room to find the missing gold plate.

GRAN TURISMO 3

Dear PSM2

I've got a great game to play for *GT3*, called Cone Ball. First select the Arcade menu, choose the two-player Battle option, then select Super Speedway. Once you've started, head for the entrance and exits of the pit stop where the cones are, then steer a cone to the finish line. The person who gets most cones in ten minutes wins.

Jimmy Withers,
Bury

Nice one, Mr Withers. Although really, we reckon you'd need an unbiased third party keeping score. *Meet me at the corner, I'll pick you up at seven, wear your best dress and I'll take you to heaven.*

RED FACTION

Dear PSM2

I've got to the very end of *Red Faction*, but I just can't beat Masako. Can you help?

Dean Withers,
Via e-mail

15 158
88 96
HIGH PAY
HIGH ADVENTURE

MISSING IN FACTION: Get some smart advice for wiping the floor with Masako.

Yep. When you're in the fighter stay low to the ground, otherwise you'll take damage if your ship explodes and you fall out. When you're on the ground, use all your heavy machine gun ammo to destroy her shield. When she returns to the ground and starts running around, it's possible to take her out with a single shot with the railgun – otherwise, just keep at her with whatever automatic weaponry you've got left. She tends to hide behind crates so fire when she's in open ground.

Dear PSM2

Why won't the ComBot in the Trash Disposal facility follow me?

Robert Andrews
via e-mail

Because you need to damage it to a certain extent first. Keep shooting it until Hendrix tells you to lead it to the incinerator. *Smooth like butter, caress your lover, enjoy the moment, won't last forever! Hang on – why are you pulling that face?*

RESIDENT EVIL: CODE VERONICA

Dear PSM2,

I'm in the room with the seven paintings – I know you have to push them in a certain order, but I can't work out what it is. Little help?

Chris Bunton
Via e-mail

Sure thing. Press them in this order: the woman, the man holding two babies, the man by himself, the one with a plate in the background, the one with a bloke reading a book, and the one with a candlestick hanging on the wall. Now walk up the stairs leading to a big painting.

CONE ON EVERYBODY: Taking *GT3* a bit seriously? Just follow Jimmy's instructions for a blast of road racing fun.

Read the letter here and examine the painting. Push the button. The wall will turn around, revealing a vase. Press START and check out the vase.

Rotate it until you can see inside. *Kick, kick, punch, jump, pose. Smooth chop, love with rose! Oh, I see. What about my onion breath? Look, I can't help it. I was born like ... no, don't go!*

STUCK?

SHARE YOUR EXPERIENCES WITH PSM2

Next issue, we'll have an entirely new tipmaster at the helm – Revolver Ocelot or Sion Barzahd... possibly. If *you've* got a gaming conundrum and you'd like it answered by an obviously fictional character, send it to –

Test An Expert, PSM2, Future Publishing Ltd, 30 Monmouth Street,
Bath, BA1 2BW. Or e-mail it to PSM2@futurenet.co.uk

BYTESIZE

スカラシサ

> FIFA 2002: Press R1 and any direction on L3 to access context-sensitive special moves. But be warned – for some reason, the game only rarely lets you beat a second player with another move, so pass it on after the first one.

> WWF SMACKDOWN! JUST BRING IT: When you're doing an Irish Whip, try double-tapping ◎ to bring your opponent back towards you. Follow it up with △ for a chin-crunching back-elbow move. That'll learn 'em.

> **PRO EVO SOCCER:** Don't forget that pressing L1 gives you a super-slow dribble – perfect for holding up the ball on the edge of the box. For a cheeky shimmy, hold R2 and tap away from the direction you're facing to fool the defender.

> AIRBLADE: Cable cars driving you nuts on level five? Don't bother chasing them – just hang out on the roof of the stations, then hold △ as they swoop underneath. Bingo! Instant fiery death for hapless goons.

> **GTC AFRICA:** When you're racing through the early challenges, judicious use of the powerslide's crucial – but never, *ever* brake. Instead, remember to turn so early that you're almost about to smash into the corners.

> G-SURFERS: As you take a huge jump, it's often worth pointing your nose downwards by shoving forward on the Analogue stick. Red boost icons tend to be concealed on the edge of landings, and you don't want to overshoot them.

> **WWF SMACKDOWN! JUST BRING IT:** When an opponent's tied up in the ropes, press ◎ near them – you'll fling them into the opposite ropes for an easy powerslam and quick pinning predicament. Alternatively, punch 'em over the top.

SMOKIN': You'll have to take out the genie in three parts. He's a bugger, but he is beatable.

OUT ON THE TOAN: He may be a tiny youth, but he's more than a match for *Dark Cloud*'s bosses.

DARK CLOUD

When it comes to dealing with malevolent genies, you ain't never had a friend like PSM2.

***Dark Cloud*'s fairly traditional when it comes to bosses – they've usually got about two attacks, they tend to do annoying attacks that you can't dodge and they're easy to beat – if you know how. Fortunately, we've done the hard work for you...**

DIVINE BEAST DRAN

Dealing with Dran's simple enough, as long as you hit and run. Be careful on the floor – you're best off on the outer rim, since he can't affect that area. Anyway, when he takes flight, switch to Xiao, target in, and take a shot. You don't even have to see him as long as he's targeted. You'll hear him make a noise when he's shot – then switch to Toan.

Dran will now be lying there – attack him from the side, then run back to the edge as he retaliates.

FOREST GUARDIAN MASTER UTAN

First up, make sure you have Goro's Battle Axe – acquired by perfecting Matataki Village – and you should be fine. Utan starts by spitting nuts and berries at you. Just get a lock on him and block to avoid getting hurt. When he's finished, run at him and switch to Goro. Lock in and chop those feet, and then back away. If you stay semi-close to him, he really can't do anything but his rubbish spinning attack. When he's in a bit of a stupor after his attack, walk in and chop his feet again.

Rinse and repeat until he falls over and you can chop him in the brain.

ICE QUEEN LA SALA

La Sala's probably the second hardest boss in the game. To start, run at her and slash away with Toan. After that, run to one side of the cathedral, switch to Ruby and fire blast her. As soon as it hits, switch back to Toan and run at her again. Keep doing this, and the ice coming out of the ground should always miss – and she won't have time to charge up a homing missile attack. Incidentally, attribute Fire to your weapons. Obviously.

KING'S CURSE

Easy. Run at him and do Ungaga's wind-tamer attack. The black clouds in front of Curse will disperse, leaving him open to your attack. Now switch to Toan and get stuck in. Switch back to Ungaga, step back a bit, and then repeat the process. Use the Holy attribute with your strongest character.

MINOTAUR JOE

Simple – as long as you don't let him drink. Whenever Joe picks up a barrel, give him a smack before he finishes. If he does manage to finish one, drink a Stamina Potion to limit his chances of killing you with one hit.

DARK GENIE

Make sure you have plenty of healing items, repair powders, some stamina drinks help and stand in/revives. You'll also need a dran's feather

The Hands

The genie stalks a bit and then starts to attack. His attack involves putting one hand into the ground, and that hand will pop up under you to attack.

You can note that on each hand, the genie has some sort of coloured crystal. You *must* attack with the attribute that matches this colour, or else it'll have absolutely no effect.

The Head

When the mouth beam kicks off, switch to Ruby and match your attribute to the crystal on his head. All you have to do is dodge his veerry slooow attack. Chug a Stamina potion, and you won't be hurt by the unavoidable attacks he does every time you hit him.

The Final

Ignore the skeletons – they regenerate anyway. When the laser beam starts, get your feather equipped and run like a loon. When the beam finally stops, have a shot at the crystal in his mouth, then start running again. It's tedious, but you'll beat him eventually.

OWL BE BACK: Watch out for Master Utan's devastating nut attack. Ahem.

Virgin INTERACTIVE
_PHAT CONTROLLER
welcome
FLAT ATTACK
LAP 2/6
1:03.85
PlayStation.2
STUNT GP
TITUS
TEAM17
PlayStation.2
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PSM2 PRO-DOJO

Welcome to the Dojo – the place where gamers strive to join PSM2's hallowed order of experts. Join us, as we smear our pads in venom made from tree bark and frog juice, then invite our mates round…

WIN! ACTION REPLAY

Look. We know you're a modest lot, but we like to know who we're giving away our, frankly, marvellous Action Replay kit to. Send us a picture of yourself, or you're not winning anything. Alright?

PROVE YOUR MASTERY!

At some point in their lives, everyone thinks about becoming a ninja – if only for the rather dashing outfit. Thankfully, sanity soon prevails and you turn your well-honed co-ordination to computer games instead.

In Pro-Dojo, we're taking it a step further. Send us genuine proof of your gaming genius, and we'll hail you from the roof tops. Send us a good enough video, and we'll stick it on the DVD.

Sorry? Appealing to your sense of honour and glory isn't enough for you? Right…

WIN THINGS!

As if being hailed as one of the country's foremost button-bashers wasn't enough, we'll reward the greatest achievements with Action Replay 2 cartridges.

GET FAME AND RESPECT!

Obviously, ninjas aren't too keen on revealing their faces - but as you'll have noticed, even Gamers Of The Month are subject to ridicule if they don't send photos in. And please, please *write your name on the back of it*, and put your scores on a copy of the entry form. There's nothing worse than having to piece together your scores from the six different scraps of paper held together with milk that you've scrawled across. Some things even try the normally zen-like and unflappable challenge-ninja's patience. **PSM2**

HOW TO ENTER

You'll need to provide evidence of your achievements – see How To Prove It on pg 121. Then just fill the coupon in, send it all off, and wait for the world to salute you as a gaming deity. This time, the closing date for entries is **Friday 23rd November** – get those entries in.

SSX CHAMPIONS LEAGUE

TOP SCORES

Snowdream	**378,310**	**Mathew Bevan**
	364,000	Daniel Hurtley
	352,360	Marc McKeown
	348,700	Gavin Haywood
	345,535	Paul Woodall
Elysium Alps	**627,090**	**Mathew Bevan**
	608,200	Gavin Haywood
	570,560	Marc McKeown
	552,450	Tony Man
Merqury City	**515,500**	**Mathew Bevan**
	497,890	Paul Hayes
	495,610	Paul Woodall
	486,975	Gavin Haywood
	446,040	Merqury City
Mesablanca	**505,870**	**Mathew Bevan**
	380,081	M Dodsworth
	368,530	Marc McKeown
	357,100	Paul Woodall
	328,225	Ryan Smith
Tokyo Megaplex	**464,690**	**Mathew Bevan**
	449,245	Gavin Haywood
	409,410	Seb Hayes
	384,495	Paul Woodall
	364,755	Daniel Hurtley
Pipedream	**661,420**	**Paul Fletcher**
	655,900	Mathew Bevan
	648,380	Paul Woodall
	637,531	Gavin Haywood
	636,450	Justin Hope

TOP TIMES

Snowdream	**1'48"15**	**Daniel Hurtley**
	1'56"23	Paul Woodall
	1'55"30	Iain Jackson
	1'57"48	David Barnard
	1'56"80	Paul Fletcher
Elysium Alps	**3'55"14**	**Iain Jackson**
	4'01"48	Daniel Hurtley
	4'08"35	Jack Pope
	4'09"20	Richard Hewat
	4'09"32	Paul Fletcher
Merqury City	**2'45"09**	**Paul Fletcher**
	2'55"30	David Barnard
	2'55"93	Richard Hewat
	2'55"67	Paul Herold
	2'57"43	Andy Roberts
Mesablanca	**2'16"21**	**Daniel Hurtley**
	2'22"82	Jack Pope
	2'23"01	Amanda Offord
	2'24"12	David Mulholland
	2'30"82	Iain Jackson
Tokyo Megaplex	**2'46"14**	**David Hipperson**
	3'09"53	Daniel Hurtley
	3'15"98	David Mulholland
	3'19"06	Paul Fletcher
	3'22"33	Paul Herold
Aloha Ice Jam	1'48"11	Paul Gallie
	1'48"22	**Lu-Hai Liang**
	1'52"27	Daniel Hurtley

49
game time
$ 283.33
42

CRAZY TAXI

ARCADE MODE

$49,445.00	**Paul Fletcher**
$23,321.17	Aaron Conway
$20,212.32	Ed Dawson
$19,100.92	Jon Dudley
$18,120.34	Doug Bradbury

TEKKEN TAG TOURNAMENT

SURVIVAL MODE

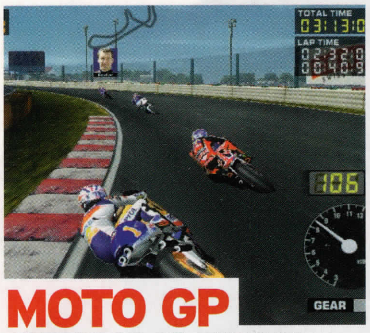
400 Wins Paul and Jack-2	**Sung Jun Han**
370 Wins Law and Paul	Dion Verhoef
90 Wins Jin and Julia	Dan Atherton
89 Wins Gun Jack and Jack-2	Frank Donham
69 Wins Paul and Heihachi	Seb Hayes

TEKKEN BOWL

300 Points Jin and Gun Jack	**Amir Chaumoo**
300 Points Brian and Julia	Amanda Offord
300 Points Bryan and Yoshi	Aaron Conway
300 Points Law and Paul	Sung Jun Han
300 Points Jack-2 and P-Jack	Craig Evans

TIME ATTACK MODE

2'09"26 Jin and Paul	**Allain Baillie**
2'21"42 Paul and Lee	Seb Hayes
2'41"80 Jin and Julia	Dan Atherton
3'11"40 Law and Paul	Sung Jun Han
3'28"24 Yoshi and Lei	Matthew Brown



MOTO GP

JAPANESE GP SUZUKA

2'02"900	**John Hamilton**
2'03"220	Ed Dawson
2'03"558	Jon Dudley
2'04"450	Doug Bradbury
2'06"178	Matthew Lebreton

FRENCH GP PAUL RICARD

1'15"936	**Jon Dudley**
1'16"810	Andrew Wynwe
1'18"292	Johan Persson
1'18"676	David Barnard
1'18"704	Matthew Lebreton

SPANISH GP PEREZ

1'40"140	**Jon Dudley**
1'41"486	Andrew Wynwe
1'42"390	Paul Fawcett
1'42"528	David Barnard
1'42"670	Matthew Lebreton

BRITISH GP DONINGTON

1'27"372	**Jon Dudley**
1'28"336	Andrew Wynwe
1'29"986	David Barnard
1'30"686	Johan Persson
1'31"322	Thomas Quinn

PACIFIC GP MOTEGI

1'46"992	**Jon Dudley**
1'47"506	Andrew Wynwe
1'49"396	Paul Fawcett
1'49"496	David Barnard
1'50"008	Johan Persson

RIDGE RACER 5

PARKTOWN

0'47"159	**Roger Wilkinson**
0'48"375	David Maddocks
0'54"599	Nick Reader
0'57"290	Matt Kerrigan
0'59"231	Doug Bradbury

OUTER PASS

1'04"244	**Roger Wilkinson**
1'08"736	David Maddocks
1'12"526	Nick Reader
1'13"333	Matt Kerrigan
1'15"390	Ed Dawson

ABOVE THE CITY

1'12"615	**Roger Wilkinson**
1'17"734	David Maddocks
1'22"673	Nick Reader
1'23"345	Matt Kerrigan
1'25"235	Ed Dawson

BAYSIDE LINE

1'50"756	**Roger Wilkinson**
2'00"458	David Maddocks
2'04"520	Nick Reader
2'07"900	Matt Kerrigan
2'10"656	Ed Dawson

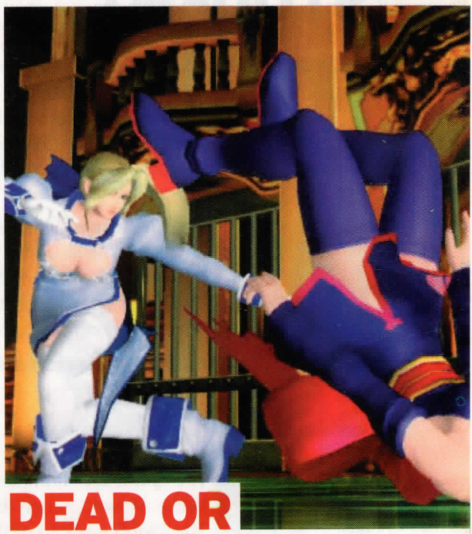
99 LAP RACE

1h 35mins	**Pete Stevens**
1h 37mins	Nick Reader
1h 38mins	Doug Bradbury
1h 42mins	Keith Townsend
1h 44mins	David Watts

TIMESPLITTERS

STORY MODE

Level	Top Times	
Tomb	**1'18"1**	**John Norman**
	1'24"4	C Minshaw
	1'53"6	David Peacock
Chinese	**1'23"5**	**John Norman**
	1'29"2	Paul Cairns
	1'55"7	Peter Nickson
Cyberden	**1'07"1**	**John Norman**
	1'08"6	Paul Cairns
	1'09"5	David Evans
Village	**0'29"9**	**David Peacock**
	0'30"6	C Minshaw
	0'32"3	Daniel Nizidek
Chemical Plant	**0'24"2**	**John Norman**
	0'28"6	Paul Cairns
	0'28"7	David Evans
Planet-X	**1'09"0**	**Paul Cairns**
	1'09"8	John Norman
	1'13"0	Peter Nickson
Mansion	**0'58"4**	**John Norman**
	1'02"1	Robert Perren
	1'27"1	Michael Mitchell
Docks	**1'07"3**	**Paul Cairns**
	1'13"5	Peter Nickson
	1'21"9	Robert Perren
Spaceways	**0'58"7**	**John Norman**
	0'59"1	Paul Cairns
	1'00"7	David Evans



DEAD OR ALIVE 2

SURVIVAL MODE

47 Wins	**Stephen Rutter**
43 Wins	James Cosgrove
31 Wins	David Johnson
28 Wins	Uche Okike
25 Wins	Asa Harland

TIME ATTACK MODE

1'17"2	**David R Holt**
1'25"97	David Peacock
1'27"94	Alan Conell
1'59"74	Grant Jones
3'42"64	Stephen Rutter

>PLACES FOR FACES シフエカ/

IN THE DOJO

DAVID PEACOCK
The enigmatic Mr Peacock finally sends us a photo – and clears up the mystery of Ally and Bonnie with a nice picture of his fluffy border terriers. Aww.

PAUL GALLIE
A nifty time on the *SSX*, a strategically placed PSM2 poster in the background – Paul clearly knows how to impress us. He'll go far.

SEB HAYES
A fine showing across several areas – from showing off in *SSX* to beating people senseless in *Tekken Tag*. This is a man with fingers in pies.

PAUL FLETCHER
Paul's been on the leaderboard for a while now, but the hint of some plastic, game-cheating joy finally persuaded him to whip out a camera.

JOHN NORMAN
Another of those ruthless mercenary types who won't send proof of their existence in unless they're suitably rewarded. Big grins all round.

The senders of the five most significant scores each month – *as long as they actually bother to send photos in* – will win this smart piece of kit, which not only lets you unlock hidden stuff in your game but lets you watch import DVD movies in full RGB!

Virgin interactive
_PHATCONTROLLER
welcome
POWER SLIDE
LAP 3/6
2:10.66
PlayStation 2
STUNT GP
TITUS
TEAM17
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www.virgininteractive.co.uk www.team17.com
PlayStation 2

BLACK BELT CHALLENGES

STUDENT

STAR WARS: STARFIGHTER

The Challenge: Come first in the Canyon Sprint bonus mission. You'll need a near-flawless run to beat Essara.
The Proof: A photo of the Mission Complete screen – with the Beat Essara screen ticked on it.
The Tip: Use the OVERSEER and MINIME codes to unlock the Darth Maul Interceptor and make yourself invincible. You'll still need to be pegging it.

SKY ODYSSEY

The Challenge: Get an A Ranking on The Adventure Begins – the game's first level. To do that, you'll have to come in under the time limit, as well as not going up in a ball of flame. Tricky.
The Proof: A photo of the assessment screen with your rating on it.
The Tip: If you can get the extra planes, you're welcome to use them. But we haven't yet found anyone man enough to pilot the Shinden Kai through the canyons at full pelt.

SENSEI

SSX

The Challenge: Complete Mesablanca – the best course for pure racing – in 2 minutes, 50 seconds. You're allowed to use the Unlock Everything cheat to max out your character's stats.
The Proof: A photo of the hi-score table with your time on it.
The Tip: Refer to our guide in PSM2#04 for a complete run-through. And veer right near the second Danger sign to get the complete rail short-cut.

TEKKEN TAG TOURNAMENT

The Challenge: Get a score of 280 or higher in a game of *Tekken* Bowl. You can use whichever characters you like.
The Proof: A photo of the results screen, with your characters on it.
The Tip: Use a power character as your first bowler, and a control character as your second – Paul and Ling are a good combination.

RAYMAN REVOLUTION

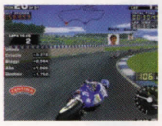
The Challenge: Complete the game with more than 900 Lums. That means you can miss 100. Aren't we kind?
The Proof: A photo of the screen showing you how many Lums you've collected... with more than 900 on it. Obvious, really.
The Tip: You'll only get a couple of hundred Lums by scooting straight through the game – revisit areas you've already completed to get them all.

DEAD OR ALIVE 2

The Challenge: Get more than 12 Wins in Survival mode with any character. You can even use Tengu and Bayman, if you've unlocked them.
The Proof: A photo of the hi-score table with your initials on it.
The Tip: Check out our guide to the game in PSM2#06 – and we'd recommend using Jann Lee, as he's absolutely nails.

PSM2 MASTER

MOTO GP



The Challenge: Complete a lap of Donington in less than 1 minute 33 seconds.
The Proof: A photo of the records screen, or a photo of the in-game screen with your lap times on. Either's just as good.
The Tip: You'll probably want to unlock the Honda NSR500 before you even try this.

RIDGE RACER 5

The Challenge: Unlock the Super Drift Caddy by beating it in Duel Mode.
The Proof: A photo of the car selection screen with the Caddy on it.
The Tip: You're allowed to use another Duel Car if you've already unlocked that – the VW Beetle's probably easiest. You'll never beat the Caddy on the flat, so this one's all about precise cornering.

TIMESPLITTERS

The Challenge: Complete the Spaceways level on the Normal Difficulty setting in less than 1 minute 20 seconds.
The Proof: A photo of the level selection screen, with your record time listed under the Normal section on Spaceways.
The Tip: Refer to our guide in PSM2#04, strafe a lot and ignore the medikits.

Z.O.E.

The Challenge: Get an overall ranking of A by completing the game. You'll have to play on either 'Hard' or 'Very Hard' to have a chance.
The Proof: A photo of the post-game ranking screen with either an A or S ranking on it.
The Tip: If the fighting gets a bit frenetic and you're surrounded by buildings, close with your opponent, grab him and steer him towards orbit. It's the only way to save the poor civilians.

ENTER THE DOJO

To be a true gaming master, you've got to be able to face any challenge. Which is why we've concocted this array of tests – the PS2 equivalent of Daley Thompson's Decathlon. Together, they represent every type of game on the PS2 – fighting, driving, shooting things and leaping about. If you can manage at least three of them – or otherwise impress us with your high-scoring greatness – we'll add you to the graduates of our dojo. We'll also print a 20-word message of your choice. Why not announce that long-standing crush in the one place the object of your affections is *bound* to see it?

3 CHALLENGES – 1st DAN
5 CHALLENGES – 2nd DAN
7 CHALLENGES – 3rd DAN

THE RULES

To enter, just send us a completed entry form with the required proof. If you don't fancy cutting up your copy of PSM2, photocopies are fine.

The address to send those entries is PRO DOJO, PSM2, FUTURE PUBLISHING LTD, 30 MONMOUTH ST, BATH, BA1 2BW. And remember, we put the mag together quite a while before it comes out, so don't be dismayed if your score doesn't get printed a week after you send it in – it'll be in the next issue.

If you're allowed to use cheats, we've mentioned it in the challenge. Otherwise, foul play invites instant blowfish-venom-tipped-blowdart retaliation. We know a doctored score when we see it.

Unfortunately, we can't return photos or videos.

Make your messages as nutty as you like – everyone else has – but don't make them abusive or threatening. That's bad.

HOW TO PROVE IT

Taking photos
The best bet's to turn off or cover up your camera's flash – it'll reflect off the screen – and draw the curtains. If you want to e-mail us a GIF/TIFF/EPS, whatever, that's fine – but we'll be able to tell if you've altered them. Play fair.

Taking videos
Is even simpler – just connect your PS2 up through the video, and get five seconds or so showing each screen. Easy.

SPECIAL CHALLENGE

METAL GEAR SOLID 2

The end is near…and the champ hangs grimly on.

A quiet month for *MGS2*, with Deniz Nasif retaining his position. Is that score really so unbeatable? Come and have a go…

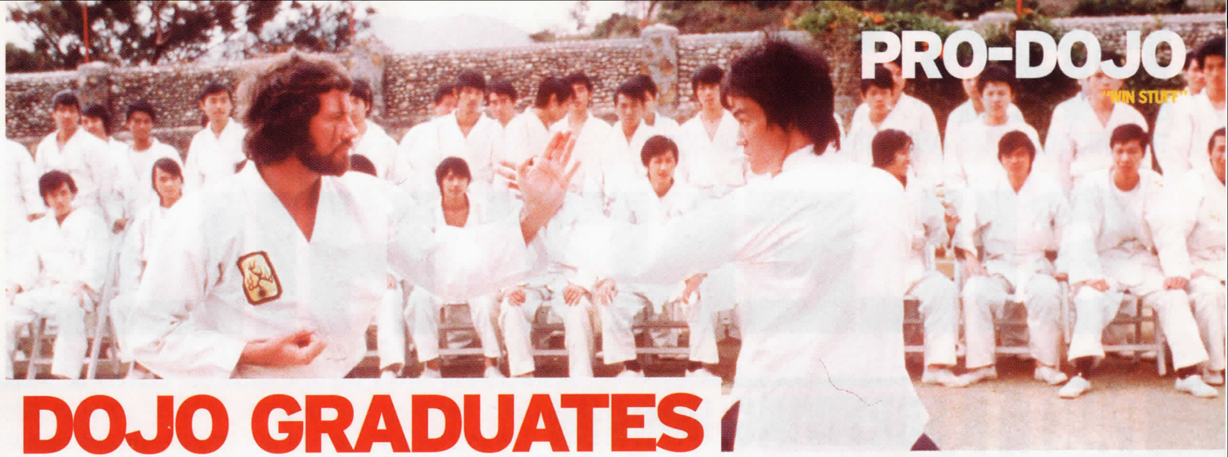
THE RULES

- The competition's simple. Fastest run wins. Tie-breaks are decided by shots fired, so don't go nuts.
- We need video evidence showing you going through your run.
- Set it going on the main menu, and don't shut it off until Olga hits the deck.
- If you've already entered, don't worry – your score still counts.
- Play with Radar Type 2, on the normal difficulty level. If you don't include a completed entry form – or a copy of it – with your entry, *your score won't count*. We've been timing the top scores ourselves, and yours might not be as quick as you think.

METAL GEAR
1997
H-Kojima

THE TOP TEN

Name	Time	Shots
1 Deniz Nasif	**1:30**	**4**
2 Paul Fletcher	1:31	5
3 Peter Mullin	1:33	4
4 Graeme Nichol	1:33	8
5 David Evans	1:34	4
6 Shaun Tiley	1:37	5
7 Dean Pereira	1:39	4
8 Hai Hoang	1:40	6
9 Ryan Tucker	1:43	4
10 Andrew Nichol	1:46	10



DOJO GRADUATES

Fancy avenging your family and your temple? Send a stern message via the PSM2 dojo.

FIRST DAN

Cory Harrold
Whatever happened to Rich Pelley? *(He's gone to Australia – PSM2)*

Madeleine Langford
Now I know that there's a competition, I'll start practising.

Dan Harold
If Tina S-Club's reading, I'd like to offer her my hand in marriage. Any chance?

2035 Spaceways
EASY
NORMAL
HARD

Paul Fletcher
Buy this mag! It's too good for words!

Ryan Tucker
Can you please ask my brother to turn up for work more often than he does? That'd be a great help.

Daniel Hurtley – My fingers are not just a part of me, they are part of the controller.

Roger Wilkinson
Can anyone touch my *Ridge* times? What's wrong with everyone? *RR5* was a launch game, too!

SECOND DAN

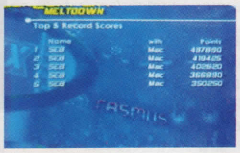
David Peacock
WELCOME…TO…THE THIRD PLACE…QUACK.

Aaron Conway
If only I had the other games, David Allen wouldn't even look mediocre. "Our purpose in life is not to die, it is simply to live." – Howard Marks.

Darren Long
(Didn't send us a message, despite putting in a sterling effort - PSM2)

Seb Hayes
With these scores I shall rule the world…somehow. I don't know.

Paul Gallie
I'm merely 14, but I'm already kicking arse.



THIRD DAN

Deniz Nasif
Peace. Love. Respect. 'Nuff said.

John Norman
Veni, Vidi, Vici.

Paula Gamble
What's that I smell? Ah yes, the sweet smell of SKILL!

Iain Jackson
Looks like I'm getting good at this!

Mathew Bevan
Welcome to the real world.

Kevin Peacock
I am the daredevil of Ridge City. Can anyone beat me?

Jamie Cory
The games *Tekken*, *Soul Calibur* and *MGS* rock, and if you don't buy them then God help you.

ENTRY FORM

Dear PSM2,
I'd like to join your order of shadow warriors. I've got my own blowpipe and everything.

Name .... Age ....
Address ....

I've got the following scores…

Game	Score

MGS2 Challenge…
Ranking: Time: Shots fired:
Clearance code:

And I've also completed these challenges…
SSX ☐
Dead Or Alive 2 ☐
TimeSplitters ☐
Ridge Racer 5 ☐
Star Wars: Starfighter ☐
Tekken Tag Tournament ☐
Z.O.E. ☐
Sky Odyssey ☐
Moto GP ☐
Rayman Revolution ☐

And my message to the world is…

Virgin INTERACTIVE
_PHATCONTROLLER
welcome
BACK 720°
LAP 4/6
2:33.09
PlayStation.2
STUNT GP
TITUS
TEAM17
PlayStation.2

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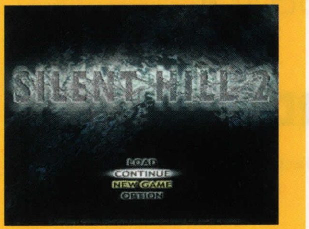
PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

SILENT HILL 2

PART 1 SURVIVING HORROR

Dark, twisting and dripping with infernal puzzles – dig out the shotgun and dry clothing for part one of our grundy-browning walkthrough.



AIM OF THE GAME

You play James Sanderland, who's drawn to Silent Hill after receiving a letter from his dead wife, Mary. Can she really be alive? To find out, you'll have to contend with freakish monsters, devious puzzles and one of the most twisting plots on PS2. In the course of your journey, you'll meet Mary's mysterious doppleganger Maria, gun-crazed tubby Eddie and ever-so-sweet 'lil kid Laura – not to mention a scuttle-headed feller carrying a six-foot sword. Aaaarrggghhh…

MIND MELTING

Pen? Check. Notepad? Check. Coffee? Yes, please. While the gameplay's vintage *Resi*, the puzzles are sheer Professor Rubik. On the hardest difficulty level, you'll be tearing out your nostril hairs with lateral thought. To spare you needless suffering, we've smashed the game's most devious puzzles – dishing spoiler-friendly hints and blatant mirror-reversed solutions.

WHAT WE SAID...

REVIEWS
SILENT HILL 2

PSM2 ISSUE #15 NOV 2001

> "It isn't for everyone. It's slow, flawed and ambiguous. But we were terrified. A masterpiece of storytelling, if you can accept the short duration and swallow the bleak veneer. The most powerful experience on PS2. Unsettling."

WHAT WE SAY NOW

Second time through with the chainsaw was a blast, but you'll have to be patient if you want all the revealing endings. **88**

KEY TIPS

THE TRASH PUZZLE

Can't unblock the trash chute in Apartment east? You'll need to drop the soda cans down the pipe, pushing the old man coin into the rubbish pile outside. Easy when you know how…

BEATING PYRAMID HEAD

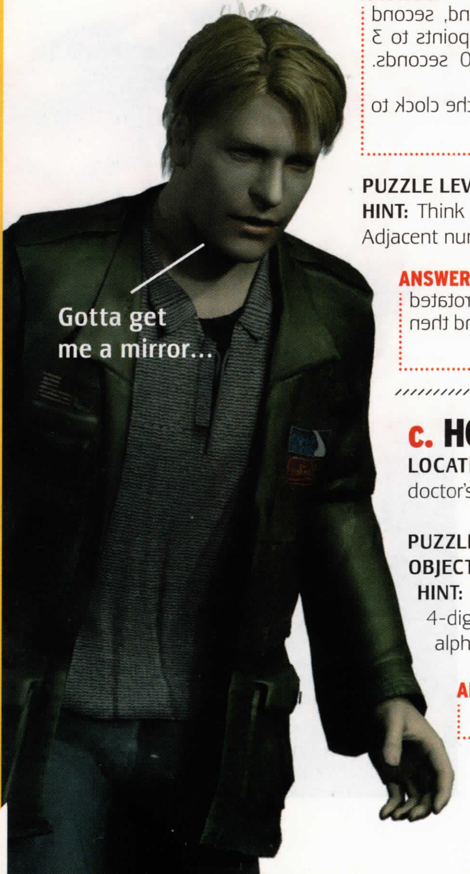
In you first battle with Pyramid Head (the scuttle-faced chap) – Apartment west, north staircase – it doesn't look like you can damage him. Don't be put off by the ricochet noise, as he'll eventually tire of fighting you and trudge away down the stairs. Just keep shooting until he leaves.

QUIZ SHOW HINTS

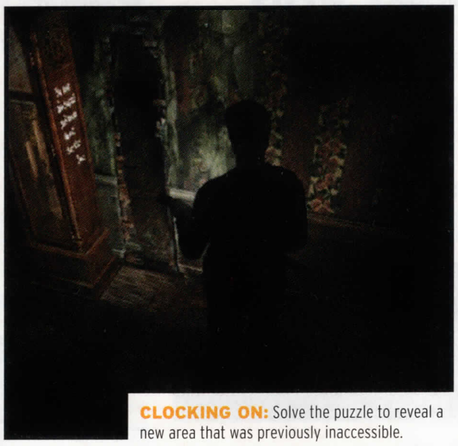
When the mystery voice asks you questions in the elevator – Dark world hospital, patient ward – jot down *every* answer on a piece of paper. The questions are easy, but the answers must be given in a multiple choice fashion. If you don't remember the order in which they were given, you're doomed.

HOSPITAL KEYPAD

To open the electronic door between the Hospital 3rd floor patient ward and the management ward, you'll need the keypad code from the Hospital, first floor, doctor's lounge. It's on the wipe board.



PUZZLE SOLVING



CLOCKING ON: Solve the puzzle to reveal a new area that was previously inaccessible.

a. CLOCK PUZZLE

LOCATION: Apartment East, Room 208

PUZZLE LEVEL: Normal

OBJECTS NEEDED: Clock Key (Apartment East, Room 202)

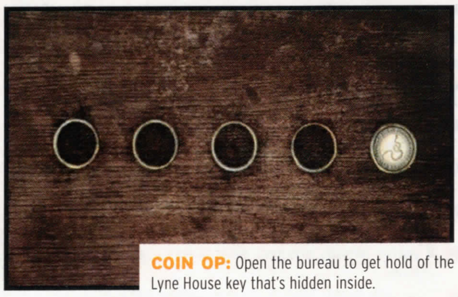
HINT: Check the scratch marks on the south side of the wall where the clock hangs – names Scott, Henry and Mildred. Each scratch mark points to the direction of each hand of the clock.

ANSWER:
The order is: Hour hand, minute hand, second hand. Scott is the second hand and points to 3 o'clock – but it should point to 10 seconds. **The solution:** 9:10:15 You'll hear a click and can now push the clock to reveal a secret door.

PUZZLE LEVEL: Hard

HINT: Think Roman numerals. X is ten and V five. Adjacent numbers are added, not multiplied.

ANSWER:
X4 is 14, VV2 is 12, so it should be rotated right 3 times from 14, then left to 7, and then right to 12.



COIN OP: Open the bureau to get hold of the Lyne House key that's hidden inside.

b. COIN PUZZLE

LOCATION: Apartment West, Room 105

PUZZLE LEVEL: Normal

OBJECTS NEEDED: Snake coin, old man coin, prisoner coin.

HINT: The 'seducer of she' is the prisoner, 'Formless one' snake and 'old one' the old man. 'Null' means a blank space. Think about the direction each character faces.

ANSWER:
The 'prisoner' faces left, so her 'behind' is to the right. The answer is hole–hole–old man–prisoner–hole–snake.

PUZZLE LEVEL: Hard

OBJECTS NEEDED: Snake coin, old man coin, prisoner coin.

HINT: 'Peerless' means the seat is empty. 'Seducer of dreams, culture of Hades' is the Snake, 'Lying further from man and closer to lady' is the prisoner. 'Man and woman seeing all' – the old man sees the prisoner and the snake, the prisoner sees the old man and the snake. 'Heedless to the Raven's call' – the old man faces right, the prisoner faces left – facing each other.

ANSWER:
Hole–old man–hole–Snake–Prisoner.

c. HOSPITAL KEYPAD

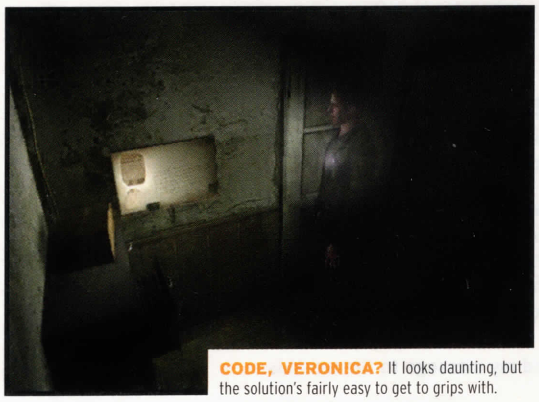
LOCATION: Hospital, first floor, doctor's lounge

PUZZLE LEVEL: Hard

OBJECTS NEEDED: None

HINT: The three alphabets show the 4-digit passcode, so write down the alphabet on the 3X3 panel.

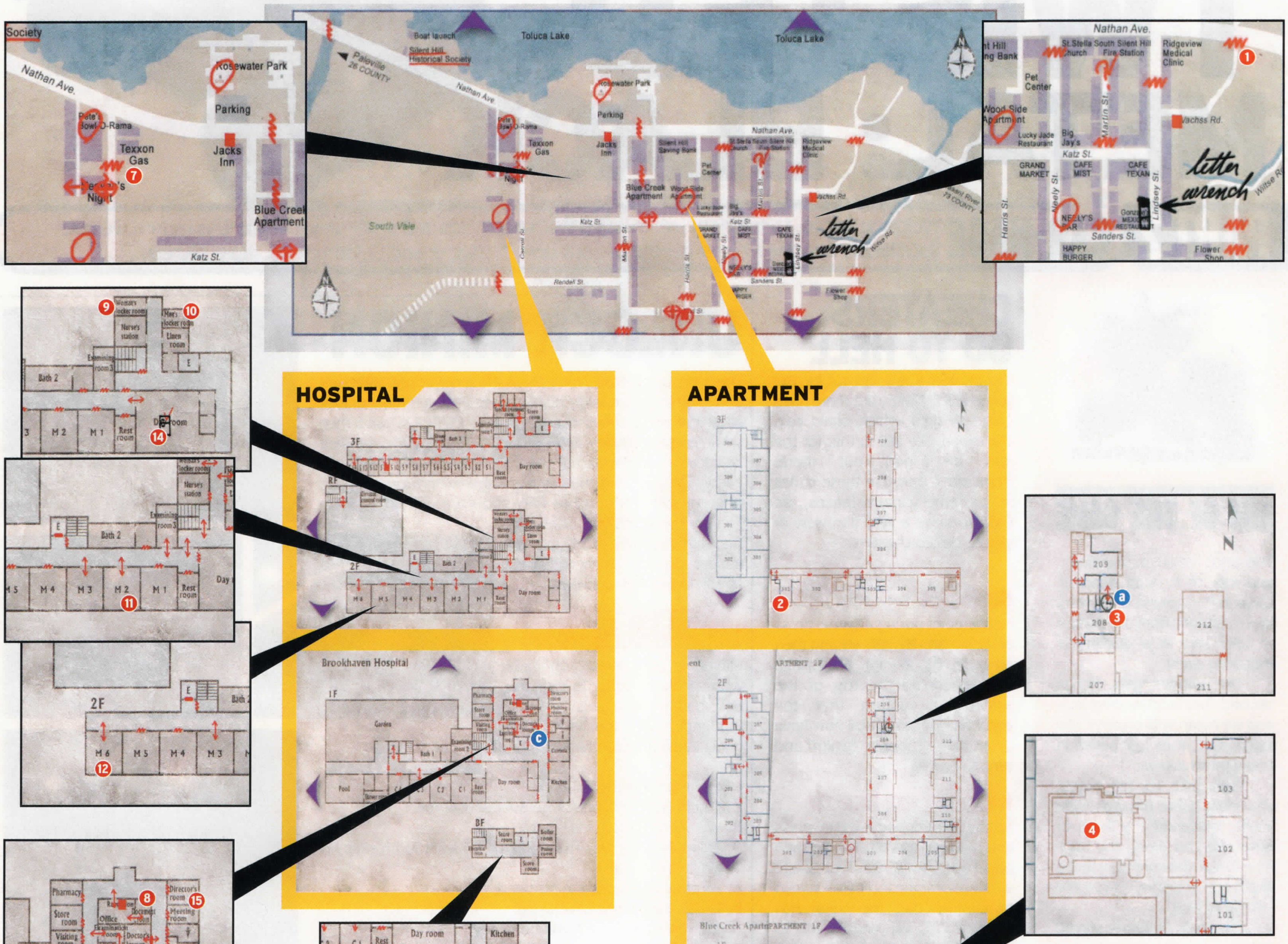
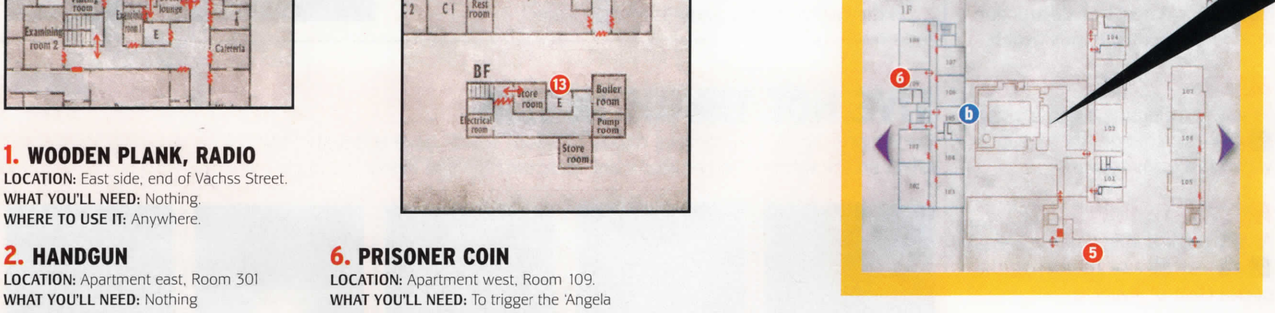
ANSWER:
X is 1939, Z is 1379, T is 1328.



CODE, VERONICA? It looks daunting, but the solution's fairly easy to get to grips with.

FINDING KEY ITEMS

Rather than give you the location of every item, we've only flagged those that are hard to find. So only dip in when you're stuck, OK? So, in chronological order…



Society
Nathan Ave.
Rosewater Park
Parking
Pete's Bowl-O-Rama
Texxon Gas
Jacks Inn
Heaven's Night
Blue Creek Apartment
Katz St.
Boat launch
Silent Hill Historical Society
Toluca Lake
Paleville 28 COUNTY
South Vale
Carroll St.
Rendell St.
Nathan Ave.
Silent Hill Saving Bank
St. Stella Church
South Silent Hill Fire Station
Ridgeview Medical Clinic
Pet Center
Wood Side Apartment
Martin St.
Vachss Rd.
Lucky Jade Restaurant
Big Jay's
Katz St.
GRAND MARKET
CAFE MIST
CAFE TEXAN
Neely St.
Lindsey St.
Harris St.
NEELY'S BAR
Gonzales MEXICAN RESTAURANT
Sanders St.
HAPPY BURGER
Flower Shop
Wiltse Rd.
letter
wrench
HOSPITAL
APARTMENT
3F
2F
1F
BF
RF
Brookhaven Hospital
Blue Creek Apartment 1F
Woman's locker room
Men's locker room
Nurse's station
Linen room
Examining room 3
Bath 2
M 6
M 5
M 4
M 3
M 2
M 1
Rest room
Day room
Pharmacy
Store room
Visiting room
Office
Document room
Examining room 1
Examining room 2
Doctor's lounge
Director's room
Meeting room
Cafeteria
Garden
Pool
Bath 1
C 2
C 1
Kitchen
Boiler room
Pump room
Electrical room
Store room
E
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211
212
101
102
103

1. WOODEN PLANK, RADIO

LOCATION: East side, end of Vachss Street.
WHAT YOU'LL NEED: Nothing.
WHERE TO USE IT: Anywhere.

2. HANDGUN

LOCATION: Apartment east, Room 301
WHAT YOU'LL NEED: Nothing
WHERE TO USE IT: Anywhere.

3. ROOM 202 KEY

LOCATION: Apartment east, Room 208
WHAT YOU'LL NEED: To trigger the 'dead body in front of TV' cut-scene.
WHERE TO USE IT: Room 202.

4. SNAKE COIN

LOCATION: Apartment, atrium.
WHAT YOU'LL NEED: To examine the baby's carriage in the pool.
WHERE TO USE IT: Coin puzzle, Apartment West, Room 105.

5. OLD MAN COIN

LOCATION: Apartment east, outside.
WHAT YOU'LL NEED: The coin will only appear *after* you've dropped the soda cans down the blocked trash chute in Apartment east, 2nd floor hallway.
WHERE TO USE IT: Coin puzzle, Apartment West, Room 105.

6. PRISONER COIN

LOCATION: Apartment west, Room 109.
WHAT YOU'LL NEED: To trigger the 'Angela holding a knife' cut-scene – the coin is near the door.
WHERE TO USE IT: Coin puzzle, Apartment West, Room 105.

7. STEEL PIPE

LOCATION: West side of town, Texxon Gas.
WHAT YOU'LL NEED: To examine the car.
WHERE TO USE IT: Anywhere.

8. PURPLE BULL KEY

LOCATION: Hospital, first floor, document room.
WHAT YOU'LL NEED: Examine the typewriter.
WHERE TO USE IT: Lock puzzle, Hospital 3rd floor, Room S14.

9. BENT NEEDLE

LOCATION: Hospital, 2nd floor, women's locker room.
WHAT YOU'LL NEED: To examine the stuffed animal.
WHERE TO USE IT: In Hospital, 3rd floor, shower room.

10. EXAMINATION ROOM KEY

LOCATION: Hospital, 2nd floor, men's locker room.
WHAT YOU'LL NEED: To examine the doctor's gown.
WHERE TO USE IT: Examination room.

11. LAPIS EYE KEY

LOCATION: Hospital, 2nd floor, Room M2.
WHAT YOU'LL NEED: To examine the drawer of the small shelf.
WHERE TO USE IT: Lock puzzle, Hospital 3rd floor, Room S14.

12. BATTERY KEY

LOCATION: Dark world Hospital, 2nd floor, room M6.
WHAT YOU'LL NEED: Examine the broken wall.
WHERE TO USE IT: Underground warehouse.

13. BRONZE RING

LOCATION: Dark world Hospital, hidden room, underground.
WHAT YOU'LL NEED: To examine the floor.
WHERE TO USE IT: Door puzzle, dark world Hospital, 3rd floor of patient ward, hallway.

14. LEAD RING

LOCATION: Dark world Hospital, 2nd floor patient ward, break room.
WHAT YOU'LL NEED: To find Maria, who'll help you lift the fridge door.
WHERE TO USE IT: Door puzzle, dark world hospital, 3rd floor of patient ward, hallway.

15. HOSPITAL ENTRANCE KEY

LOCATION: Dark world Hospital, 1st floor office wing, director's room.
WHAT YOU'LL NEED: To examine the desk.
WHERE TO USE IT: Hospital hallway entrance.

NEXT ISSUE!

More tips and more horror with an expanded guide to some of the trickier sections of the game. We'll also be explaining just what the flamin' heck it all means.

TWISTED METAL: BLACK

PART 2 CAR-NAGE

Welcome to hell: Last month we revealed the hidden cars and multi-player levels, this month we take you deeper into the sinister depths of each driver's psyche and unfathom yet more secrets...

twisted metal black

AIM OF THE GAME

The onus is on destruction... and lots of it. Arch darklord, Calypso has sprung a legion of loose cannons from the asylum to take part in a gladiatorial motoring event.

The winner gets riches beyond their wildest dreams – and we mean wild dreams. The losers, well, they just perish in mangled wreckage.

With your chosen nutter, you must battle through eight levels, obliterating a host of other wackos along the way. It's a straightforward duel to the death and your aim is to be the last car driving.

The main action is played out in Story mode, where a host of secrets can be unlocked. The ferocious fun doesn't end there though, because a wealth of multi-player areas await.

WHAT WE SAID...

IMPORT REVIEWS
TWISTED METAL: BLACK
80

PSM2 ISSUE #14 OCT 2001

> **It manages to capture the balance between mesmerising action and the thrill of discovery. Fast, frenetic and a real puller. Darkness be damned, we like the way this addictively sick carnage plays. The humour's deliciously dark, as well.**

WHAT WE SAY NOW

It may not be out quite yet, but you try telling us that those brilliant final movies aren't worth unlocking.

80

CHEATERS GO TO HELL

We printed a few cheats for the game in PSM2#15, but more have come to light which could ruin the experience still further for the less disciplined out there. Remember, only use these codes in extreme circumstances, as Calypso takes a very dim view of yellow-bellied cheaters.

GOD MODE

At any point during a game, press and hold L1+L2+R1+R2 and then press ↑, ⊗, ←, ◎. A message will appear at the top of the screen to confirm that the cheat has worked. You'll now have unlimited weapons, health and turbos. Lovely.

WEAPONS FOR HEALTH

At any point during a game, press and hold L1+L2+R1+R2 and then press △, ⊗, ▢, ◎. A message will appear at the top of the screen to confirm that the cheat has worked. This will enable you to trade your arsenal of destruction for some essential bonus health.

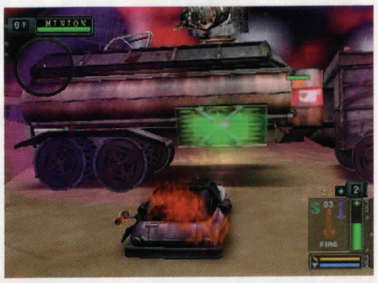
ALTERNATE WEAPON VIEW

At any point during a game, press SELECT+→ to change the weapon view from icons to words.

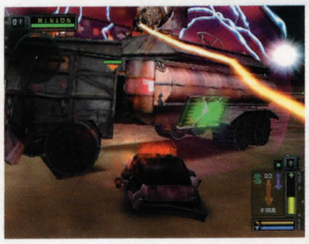
ALTERNATE VIEWS

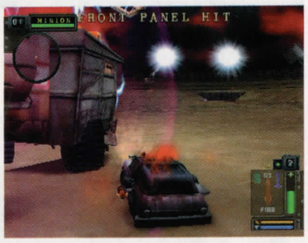
At any point during a game, press SELECT+↓ or SELECT+← to change the perspective of your car.

UNLOCK MINION



The final unlockable character is Minion himself, although obtaining him is certainly no pushover. First you must unlock all of the other secret characters (see PSM2#15) and then you'll have to complete Story mode with each of the standard characters and the secret ones. Be sure to save your data every time you finish the game and then when you complete it for the last time a bonus FMV sequence will run showing Minion reassembling. Then the message 'Beware of Minion' will appear on the character select screen before he's unlocked.

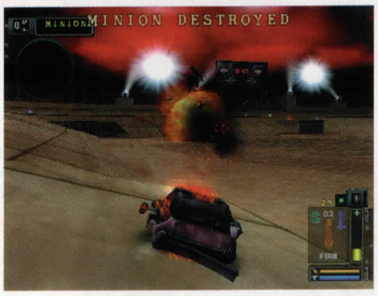




SPOILER ALERT!

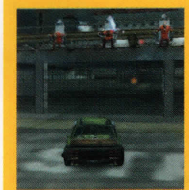
Minion is one messed-up dude who speaks in code. To give you an insight into his twisted thoughts, we've translated each of his loading screen rants. Check these out...

1. I do not think this is real.
2. I must speak in code or he will discover me.
3. We are trapped in his head.
4. This is how he sees the world, how Sweet Tooth sees his life, it is not real.
5. All of us are trapped in his head.
6. I miss the old colourful world.
7. We will return to old world one day.
8. In the real world my name is Marcus Kane.

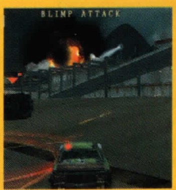


FIVE HOT THINGS IN TMB

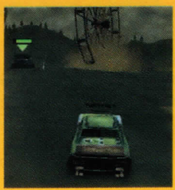
During play, there're numerous things to shoot which have a detrimental effect on the surrounding environment. Here we highlight five of the best...



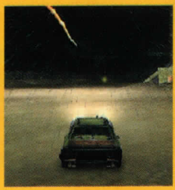
1. LET THEM FRY
On the Prison Passage level, head towards the front of the boat and you'll see a row of convicts strapped into electric chairs. Shoot the box on the ground in front of them and simply sit back and watch the fireworks.



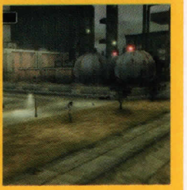
2. BURST THE BLIMP
On the Prison Passage level again, head straight down the ramp off the ship and out onto the mountain roads. Go left and you should see Calypso's blimp. Hit it with a homing missile to bring it down.



3. WHEELIE GOOD
On the Suburbs level head to the fairground on the hill overlooking the factories. Shoot the ferris wheel at its hub until it explodes. It'll detach from its moorings and start rolling down the hill, crushing everything that gets in its way.



4. PLANE CRAZY
We don't know if this will make it into the finished UK version as yet, due to recent events in the US. But, in *TMB's* Junkyard level, you can hang by the pizza boy and shoot the circling plane. It crashes in the quarry to reveal a new area.



5. CHEMICAL WARFARE
On the Downtown level, head towards the R&D chemical plant and lob three gas cans at the large spherical containers. They'll detach and roll into the street before smashing into buildings and revealing hidden power-ups.

SPOILER ALERT!

THE FUNNY FARM

It's best to get inside the warped minds of the drivers. Here's the essential background information on who they are and where they came from…

JUNKYARD

Vehicle: Tow truck
Driver: Billy Ray Stillwell

Control: 5/10 **Speed:** 4/10
Armour: 9/10 **Special:** 6/10

Special attack: Junkyard's special is an explosive spiked ball which is launched from the towline.

History: Billy Ray used to be a farmer. That was, until a plane dumped a load of chemical waste onto him while he was tending his corn. When he came round, his face had melted and his crop was destroyed. Staggering back home to the wife, he spots her snogging the pilot of the plane and talking about life insurance, at which point he flipped and grabbed the nearest available object – a hoe – and set about teaching the harlot a lesson. An hour of repeated spouse-mashing later, he wanders about dazed before learning of the Twisted Metal contest. His prize, should he win, is revenge on the pilot.

BRIMSTONE

Vehicle: El Camino
Driver: Preacher

Control: 8/10 **Speed:** 8/10
Armour: 5/10 **Special:** 6/10

Special attack: Brimstone's special is a sinner, wired with dynamite, who's launched from a crossbow-like device on the bonnet of the car. When he hits an opponent he'll yell 'Repent!' before exploding spectacularly.

History: Preacher believed he became possessed by the devil after performing a routine exorcism on a baby. Controlled by the malevolent demon, he proceeded to slaughter everyone in his church before being arrested and committed into the asylum. Preacher enters the Twisted Metal contest to rid his soul of the demon, but you soon learn, though, that there never was any possession and that the Preacher was just an insane homicidal maniac all along. Arse.

OUTLAW

Vehicle: Armoured SUV
Driver: Agent Stone

Control: 5/10 **Speed:** 5/10
Armour: 7/10 **Special:** 7/10

Special attack: Outlaw's special is a no-frills shooting frenzy. When the special is activated, he'll emerge from the top of his vehicle brandishing a heavy-machine gun which he'll proceed to pepper anyone nearby with.

History: Agent Stone was once a sniper for the police force. However, when called to snipe a terrorist from the Doomsday cult one day, Stone let anger cloud his judgement and he managed to accidentally shot and kill a mother and child during the stand off. Mortified and consumed by guilt, he then tried to put a bullet through his own skull… but was out of ammo. Doh! He enters the Twisted Metal contest to try and undo what he has done.

MR GRIMM

Vehicle: Armoured motorcycle
Driver: Mr Grimm

Control: 10/10 **Speed:** 10/10
Armour: 2/10 **Special:** 10/10

Special attack: Grimm hurls a flaming sickle straight ahead which will explode upon contact with an opposing vehicle. Unfortunately, it doesn't have homing properties.

History: Back in Vietnam, Grimm and his mate Benny were captured by the Vietcong and slung into a pit with no food. They tossed a knife into the pit and hinted how they could satisfy their intense hunger. A few days later, Benny died and Grimm was forced to eat his still warm corpse. Grimm then made a helmet out of Benny's skull and proceeded to kill four of his rescuers when they tried to remove him from his own personal hell. He enters the contest to get revenge on the people who made him eat his friend.

ROADKILL

Vehicle: Car
Driver: John Doe

Control: 8/10 **Speed:** 8/10
Armour: 6/10 **Special:** 8/10

Special attack: Roadkill has a rack that houses six missiles. By holding down the fire button you can charge up these missiles and then unleash them to home in on unsuspecting opponents.

History: Suffering from amnesia, Doe enters the contest to discover who he really is. After defeating Minion, he remembers being part of the Doomsday cult and planting a bomb in the Midtown Centre for Disease Control building. Unfortunately for him, this is not what he wanted to hear and soon realises there's more to it than that. When he wins the contest, he remembers that he wasn't in a cult at all, but an FBI agent who attempted to throw the bomb out of the window at the last minute.

CRAZY-8

Vehicle: Car
Driver: Frank McCutcheon

Control: 7/10 **Speed:** 8/10
Armour: 5/10 **Special:** 6/10

Special attack: Crazy-8's special is an electrical field which snares any cars nearby. You can increase the charge by repeatedly pressing the fire button. If they get too far away, though, the connection will be lost.

History: Frank's a small time boxer who suffered a broken jaw in a fight. He went to get it sorted with a quack named Dr Hatch, but as the anaesthetics were being injected, Hatch informed Frank that he lost $20,000 on the match. As revenge, the doc removed Frank's eyes and tongue and sewed his eye sockets and mouth shut. Upon waking, Frank went on the rampage trying to find the doctor, but killed several innocent people in the process, which is how he wound up in the asylum.

SPECTRE

Vehicle: Sports car
Driver: Bloody Mary

Control: 9/10 **Speed:** 9/10
Armour: 3/10 **Special:** 5/10

Special attack: Spectre's special is a homing missile that can rip through anything. All you do is pick a target, unleash your torpedo and it'll stop at nothing to reach its target.

History: Coming from a dysfunctional family, Mary's father killed her mom and told his girls, on numerous occasions, how ugly they were. Unsurprisingly, this stigma stuck with her throughout her teens and, to make matters worse, she was rejected by the great love of her life… who also called her 'a moose'. It all came to a head at her friend's wedding where Mary was supposed to be a bridesmaid. She snapped, butchered the bride and stole her dress, before speeding off into the sunset to find her 'true love'.

DARKSIDE

Vehicle: Truck
Driver: Dollface

Control: 5/10 **Speed:** 4/10
Armour: 9/10 **Special:** 7/10

Special attack: When Darkside's special is activated, the screen will go blurry and the truck will lunge forward. The aim is to ram someone whilst this is occurring and you'll get special bonuses for shunting them in certain ways – like forcing them into a wall.

History: When working as a mask maker, Dollface accidentally spilt coffee on a pile of extremely important documents. Her boss went schizo and in a bizarre fit of rage locked a mask over the hapless girl's head. She decides to enter the contest in the hope of winning the only key that can remove the creepy mask. But after winning, and reeking homicidal revenge on her boss, she realises that she actually doesn't mind wearing the mask at all and decides to keep it where it is.

SHADOW

Vehicle: Hearse
Driver: Raven

Control: 7/10 **Speed:** 6/10
Armour: 6/10 **Special:** 6/10

Special attack: When you activate the special, Raven will cast a shadow straight ahead which can then be detonated with a second tap of the fire button. Tap the fire button three times however and she'll emerge firing a machine-gun, rather like Outlaw.

History: Raven's best friend was murdered by two rednecks who tossed her into a freezing lake, knowing full well that she couldn't swim. As her dying wish, her friend asked Raven to avenge her death, which she promptly does by entering the contest. Her prize, should she win, is a pair of voodoo dolls which she uses to torture the killers. She also decides to keep them in case she ever runs into her useless parents again.

SWEET TOOTH

Vehicle: Tasty Treats ice cream van
Driver: Sweet Tooth

Control: 5/10 **Speed:** 4/10
Armour: 8/10 **Special:** 7/10

Special attack: When activated, Sweet Tooth's van will transform into a robot. Press the fire button for a second time and he'll unleash 20 homing missiles. If all 20 hit a target then you'll receive a missile bonus.

History: A notorious serial killer by trade who dresses as a clown, he's eventually caught and sentenced to death by electric chair. While being fried, Preacher (yes, he of Brimstone fame) puts a curse on him, causing his head to become permanently engulfed by flames. Somehow, Sweet Tooth manages to break free from his execution and enters the contest to end the curse. His prize, should he win, is the blood of Preacher in a goblet – guaranteed to end his hot-headed murderous ways. But will he drink it?

SECRET CHARACTERS

YELLOW JACKET

Vehicle: Taxi cab
Driver: Charlie Kane and Son

Control: 7/10 **Speed:** 7/10
Armour: 6/10 **Special:** 6/10

Special attack: When activated, eight spikes will protrude from his cab and you can either press fire again to shoot these at someone, or ram someone. Do this when using turbo to get a turbo bonus.

History: Working as a cabbie, Charlie was fatally shot by one of his fares. Heartbroken, his son rigs up a remote control unit to re-animate his dead pa and enters the contest in the hope that Calypso can somehow bring his dad back to life. Sadly, it's a futile exercise. Although maybe his brother, Sweet Tooth, could act as a replacement?

AXEL

Vehicle: Two-wheeled machine
Driver: Axel

Control: 6/10 **Speed:** 5/10
Armour: 5/10 **Special:** 6/10

Special attack: When activated, Axel will omit a shockwave that will cause any car nearby to fly up into the air. He also has a secondary special – press ↑ three times when the special is selected and his vehicle will close up, making one huge wheel. Ideal for ramming enemies.

History: Axel is driven insane when his wife is kidnapped and mailed back to him, piece by piece. He enters the contest to punish himself and also to track down the killer. He eventually discovers that Sweet Tooth was the culprit, but would killing him bring back his dearly departed old dear?

WARTHOG

Vehicle: Station wagon/tank
Driver: Cage

Control: 4/10 **Speed:** 5/10
Armour: 9/10 **Special:** 7/10

Special attack: When activated, Warthog will fire a huge stream of flames which engulfs any vehicle nearby.

History: Although he's been killing for 12 years, Cage is susceptible to feelings of guilt and remorse, he always gets sad whenever a new victim is systematically butchered. Bless. He enters the contest in the hope that Calypso would be able to remove the part of his brain that makes him feel so upset about slaughtering people. Calypso duly obliges and also chucks a new pair of razor-sharp claws into the bargain.

MANSLAUGHTER

Vehicle: Dump truck
Driver: Black

Control: 3/10 **Speed:** 3/10
Armour: 9/10 **Special:** 7/10

Special attack: When activated, Manslaughter will fire a pile of flaming rocks from the back of his truck. These have a great range and several hits are guaranteed. You can also fire them backwards to form a stack which will explode when someone drives into them.

History: Black has no history and enters the contest with the sole intention of killing Calypso. When he eventually wins, he hunts down Calypso, but the underlord is one step ahead, leaving just a bomb and a calling card in his wake. Black survives and the hunt continues…

Turned out nice again!

THRUSTMASTER

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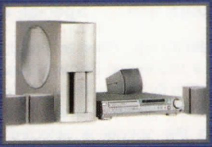
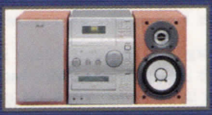
The Winning Season promotion runs from the 15.10.01 – 15.1.02

1st Prize
Sony Plasma Screen



2nd Prize
Home Entertainment System



3rd Prize
Sony Micro System

Plus 250 Sony Walkman's

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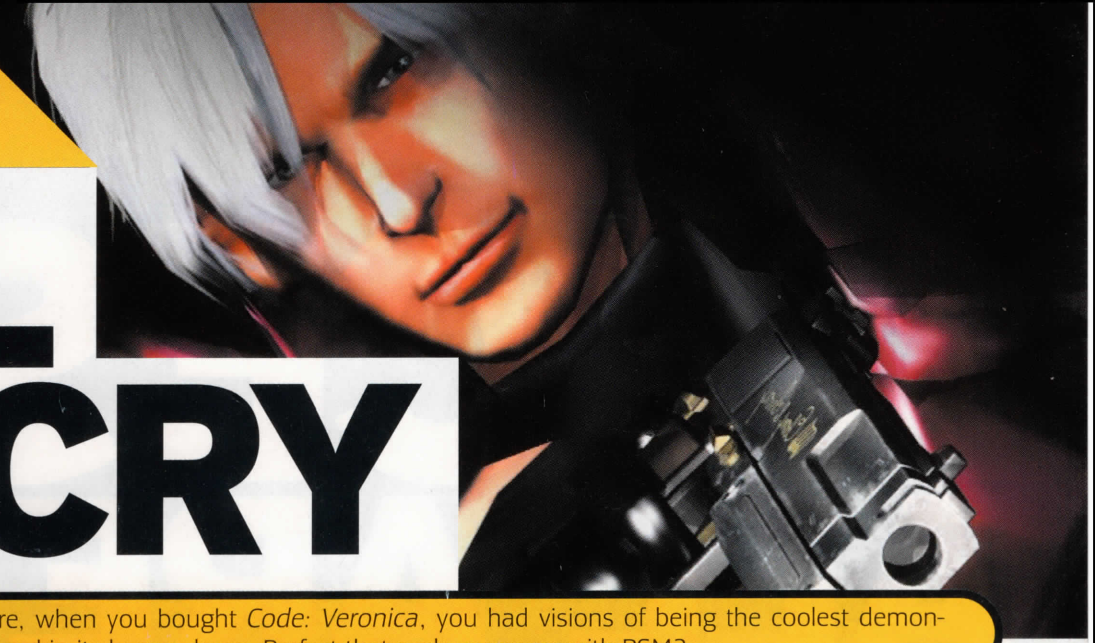
PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

DEVIL MAY CRY



PART 1 DANTE'S PEAK

Chances are, when you bought *Code: Veronica*, you had visions of being the coolest demon-hunter around in its bonus demo. Perfect that cocky swagger with PSM2.

AIM OF THE GAME

Originally intended as another *Resident Evil* game, *DMC's* about as radically different from the franchise as can be. Painfully slow controls have been replaced by effortless leaping and blasting, taxing puzzles abandoned in favour of childishly simple key-finding, while vague unease takes a back seat to joyous two-gun death-mayhem.

DISCO INFERNO

It's not available in the UK yet, but the teaser demo included with *Code: Veronica X* includes a tasty chunk of gun-slinging action. You won't find the puzzles too head-mashing, but it's always worth having a couple of tricks up your leathery sleeves for dealing with those demons.

WHAT WE SAID...

COVER GAME

DEVIL MAY CRY

PSM2 ISSUE #15 November 2001

> "*Devil May Cry's* blindingly gorgeous and cracking to play. This is a brilliant advert for PS2, but it lacks the long-term appeal of an all-time classic."

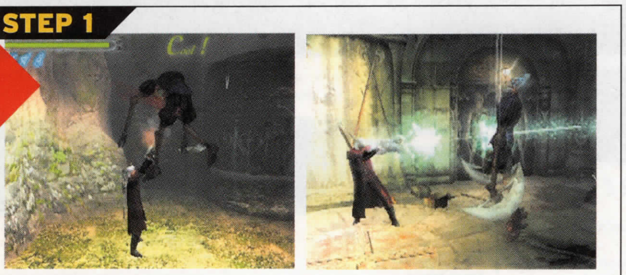
WHAT WE SAY NOW

It's not the longest of games, but the joy of dispensing two-gun justice to filthy great demons never wanes.

90

The *DMC* demo isn't quite the same as the finished game – there's no scorpion-boss to fight and, inexplicably, you can't shoot without jumping. On the other hand, you're given the sparky Alastor sword from the very start, and demonic abilities are cheap enough for you to buy the lot. Here's a guide to the trickiest bits – and to looking effortlessly cool as you tackle them.

STEP 1



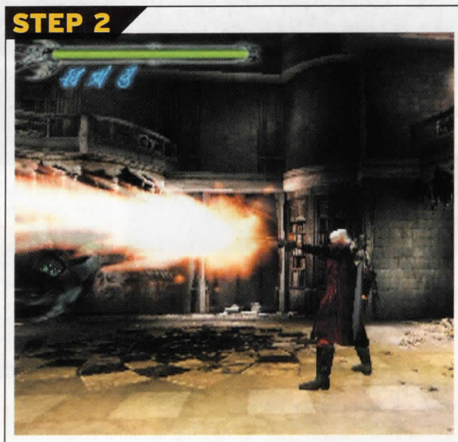
Before we get going, it's worth remembering that Dante's got a few crucial moves that don't require devil power. Here we go, then...

– Hit △ twice, pause just long enough for Dante to complete the second swing, then hammer triangle for a lightning-quick slashing combo.

– Hold R1 and □ together, and he'll charge up his guns for a puppet-smashing Super Shot.

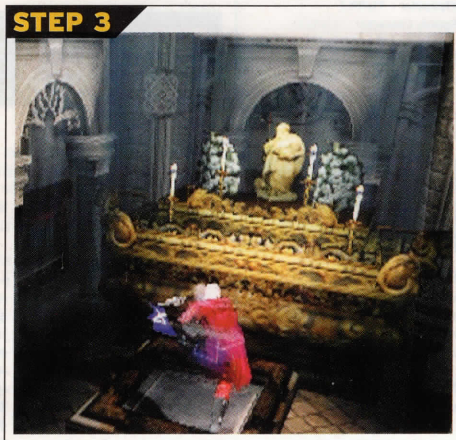
– Finally, if the normal High Time uppercut isn't enough, hold △ down to see Dante leap into the air – then finish off your opponent with a hail of hollow-points mid-leap.

STEP 2



To open the main set of double doors in the castle, you'll need to head upstairs into the library, where you'll find the Rusty Key on a painting. However, it's also worth noting that you can examine the shelves with ⊗ for extra info about the castle, or smash the library's desk to reveal the shotgun. It's incredibly handy against the grim reaper baddies – and Dante fires one-handed. Nice.

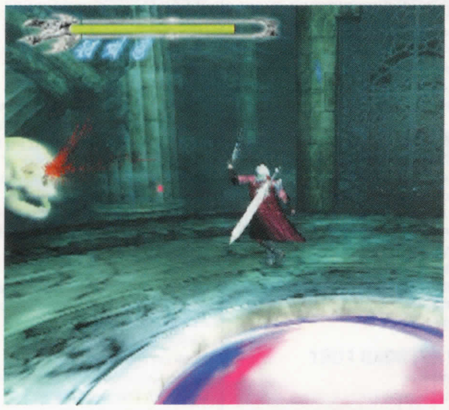
STEP 3



The next semi-tricky bit's finding the Staff Of Judgement – give this coffin a slashing, then drop into the sewer, and you'll find it in front of you. Exit through the library, then give the staff to the Judge Of Death. That'll be mission clear.

At this point, it's probably a good idea to buy the Air Raid ability, letting you rain electric death from the skies onto hapless, shambling goons of the castle.

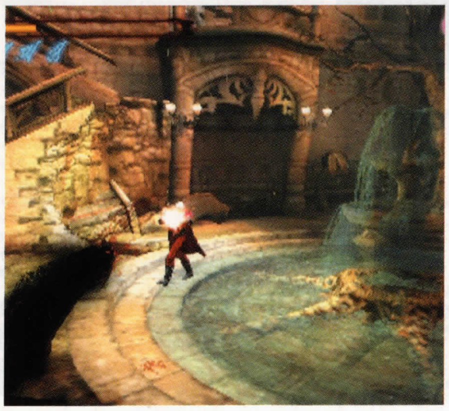
STEP 4



In Mission 3, the first thing to do is examine the Pride of Lion and laser open the door. Run across the bridge, examine the lion symbol, then run back. To fight the skulls you're faced with, simply stroll towards any *one* of them and blast it with your shotgun.

If you fancy getting even more abilities, keep dropping off the bridge to fight the skulls for red orbs.

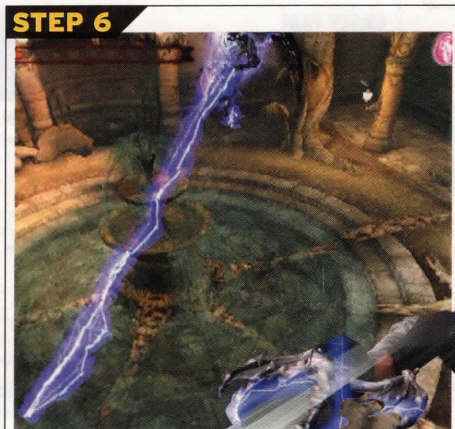
STEP 5



In the final mission, use the Pride of Lion with the lion statue, then smash it to reveal the shadow beast. To beat it easily:

1. Jump around a lot.
2. Shoot it a lot with your handguns.
3. *Save your demon powers* until it exposes its core. Then power up and steam in with the Alastor blade. You should kill it with one sustained hack-fest.

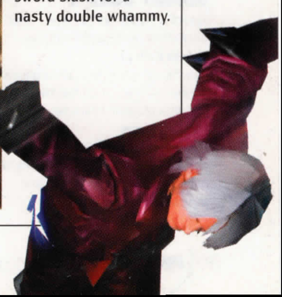
STEP 6



The rest of the demo's simple enough. But have you tried the following?

– Press R2 to do a cheeky gun-waving taunt. Smart.

-Try a High Time followed by an aerial sword slash for a nasty double whammy.



PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

›TIPS INFERNO フハワヌキ

ACCESS ALL AREAS

The most comprehensive collection of essential tips in any PS2 magazine. Get ready to access everything in the toughest games around…

If you've missed an issue of PSM2, here's where you'll find cheats for those already classic titles – as well as the ones you picked up from the bargain bin.

A

ARMORED CORE 2

Add Defeated AC Emblems

Just press START and SELECT when the victory message appears to nick a defeated AC's emblem.

Temporary Invincibility

Press L2+R2+R3 during a battle and you'll see a message reader 'Limiter Released'. After this, you'll be invincible for about a minute – but then you'll have to survive without energy for another minute.

ARMY MEN: BLADE'S REVENGE

Unlock Every Level

Go to the password screen and enter the following combination – it's the code for level 20, so it'll unlock all the others.

↑,✕,○,↑,←,□,○,✕

ARMY MEN: SARGE'S HEROES 2

Scrape a bit of entertainment out of this plastic mess with some handy cheats. Just enter them as passwords.

FREEPLAY – Level select
NODIE – Invincibility
GIMME – Every weapon
NOSEEUM – Invisibility
SHORTY – Mini mode
IMHUGE – Big mode

ATV OFFROAD FURY

Expert mode

Bypass the painful nut-crunching with these codes. Select pro-career mode, then enter 'ALLOUTAI' as a name. If you entered the code correctly, the game will return to the name entry screen.

1000cc Quad ATV

Successfully complete pro-career mode.

B

BLOODY ROAR 3

Size of a swordfish! Oh, wait – that was the Arabian Knights. But anyway.

Play as Kohryu

Play through Arcade mode until you face Kohryu on stage 5. Defeat him to unlock him as a playable character.

Play as Uranus

Play through Arcade mode and defeat Xion without using any continues, then Defeat Uranus to unlock her as a playable character.

Extra mode

Play through Survival mode and defeat more than nine enemies to unlock Extra mode in the options menu.

C

C.A.R.T. FURY

Turn On the Fog

Go to the Options screen and find the Cheats menu. At the menu, enter R2, R1, ✕, □, □, ○. This will enable the Fog cheat. Toggle it on and off at the bottom of the page.

Unlock Big Head Mode

Go to the Options screen and find the Cheats menu. At the menu, enter △, □, □, L2, L1, R2. This will enable Big Head mode.

Infinite Continues

Successfully complete Season mode

Jump Option

Successfully complete Last Man Standing mode

Thick fog and New York

Successfully complete Demolition mode on the easy, medium, and hard difficulty.

Rocket wheels and Boston Big Dig track

Successfully complete Block Your Opponent mode on the easy, medium, and hard difficulty settings.

No time out and Moon track

Successfully complete Time trial mode on the easy, medium, and hard difficulty settings.

Night drive and Alpine Raceway track

Successfully complete Lock-On mode on the easy, medium, and hard difficulty settings.

Death car and Miami track

Successfully complete Simulation mode.

Driving 101 FMV sequence

Successfully complete all Driving 101 options.

CRAZY TAXI

It's not the longest title in the world, but then it is an arcade conversion. Squeeze a little more out with these codes.

Another Day

To play with different fares and a different starting point, press and hold R2 at the character selection screen – 'Another Day' should appear.

No Destination Arrows

Hold R2+START at the main menu, then select your game type and character.

No Destination Zones

Hold L2+START at the main menu, then select your game type and character.

Expert Mode

Hold R2+L2+START at the main menu, then select your game type and character.

Crazy Rickshaw

Either complete Crazy Box mode, or press L2, R2, L2, R2, L2, ✕ at the character select screen. You'll need to do it very, very quickly, mind.

D

DEAD OR ALIVE 2

Unlock Characters

To get Bayman – complete Story mode with every character.
To get Tengu the Mountain Demon, collect ten stars in Survival mode.

CG Gallery

Complete the game with five characters to ogle the ladies in the *DOA2* gallery.

DYNASTY WARRIORS 2

Edit Mode

At the title screen (the one with the game modes on), press
L1, L2, R2, R1, L1, L2, R2, R1.

Get Every Character

Unlock all of those moustache-twirling warlords by going to the title screen and entering:
□, R1 ✕x5, R2, R2.

Get Every Stage

At the title screen (again) hold down □ and press L1, L1, R1, R1, L2, L2, R2, R2.

E

EXTREME-G 3

Infinite Shields and Turbos

Press L1+R1, L2+R2, L1+L2, R1+R2 at the main menu. A message confirms correct entry (and it only lasts one race).

Infinite Ammo and StarCom team

Press L2, R2, L1, R1 L2+R2, L1+R1 at the team selection screen (or the screen with the League Race and XG Mall options). A message confirms entry.

F

FANTAVISION

Full double shot power-up

Pause the game and press
↑, ↑, ↓, ↓, ←, →, ←, →,
□, △

Full laser shot power-up

Pause the game and press
↑, ↑, ↓, ↓, ←, →, ←, →, ○

FIFA 2001

EA All-star team

At the team selection screen, highlight the Arsenal team, then hold START and press ○ to play as the EA all-star team.

FUR FIGHTERS

Unlock Time Slice camera

Complete the basketball mini-game at the Lower East Quack level. If you want to use it, just press START at any time.

G

GAUNTLET: DARK LEGACY

Magic Names

To get any of the effects below, just enter the code in capitals as your name. (You can only use one of them at a time.)

$10,000 Gold each level – 10000K
Nine potions and keys each level – ALLFUL
Invincible Character – INVULN
Invisible Character – 000000
Floating Character – 1ANGLI
Big Character – DELTA1
3-Way Shot Character – MENAGE
Turbo Character – PURPLE
Extra Speedy Character – XSPEED

GRAN TURISMO 3

Professional Difficulty

At the Level Selection menu screen, hold L2+R2 – you'll see Hard difficulty change to Professional.

K

KENGO

Play as a student

Hold down R1+R2+L1+L2 when you select a character – different characters will result in different students.

KLONOA 2

Play as Mometsuto

Successfully complete the game to unlock Mometsuto as a playable character.

Boss battle

Successfully complete the fairground levels to unlock a new area that allows you to battle previously defeated Bosses.

Picture gallery

Complete the fairground levels.

KNOCKOUT KINGS 2001

Secret Characters

Enter the following names in Career mode to unlock B-list DJs and American stars.

MECCA – Ashy Knucks
AUSTIN – Ray Austin
NELSON – Trevor Nelson
JGIAMBI – Jason Giambi
HATCHER – Charles Hatcher
OSUNA – Bernardo Osuna
DEFIAGBN – David Defiagbon
MRBARRY – Barry Sanders
ZITO – Chuck Zito
BOSTICE – David Bostice
DEMART – David Demarti
JBOTTI – John Botti
JRSEAU – Junior Seau
OWNOLAN – Owen Nowlan
STEVEF – Steve Francis
SBATISTE – Muhammed Ali

M

MOTO GP

Race as Klonoa

Win Challenge 22 to unlock everyone's favourite big-eared cat, Klonoa, as a rider.

MDK2 ARMAGEDDON

Won't somebody think of the children?

Naked Kurt

From the main menu, hold R2+L2, then press □, □, △, □

Doc's Fart

While holding R2 + L2, click down on both the Analogue sticks with Dr Hawkins.

N

NBA HOOPZ

Press Turbo (□), Shoot (✕) and Pass (○) during the pre-match screen, and the on-screen symbols will change. Hit the buttons the number of times shown, then press the D-pad in the direction indicated to enable each cheat.

EFFECT	□	✕	○	DIRECTION
Beach court	2	3	4	←
Away uniform	2	4	6	→
Show hotspot	1	1	0	↓
ABA ball	1	1	1	→
Granny shots	1	2	1	←
No fouls	2	2	2	→
Big heads	3	0	0	→
No hotspots	3	0	1	↑
Infinite turbos	3	1	2	↑
Street court	3	2	0	←
Tiny heads	3	3	0	←
No goal-tending	4	4	4	←
Tiny players	5	4	3	←
Play as Dr Atomic	5	4	4	←

NBA STREET

Enter the following button combinations as they're indicated on the pre-game screen, then press the D-pad in any direction to activate them. Dunkalicious.

Infinite Juice	2-0-3-0
No Juice	1-4-4-3
Mega Dunking	3-0-1-0
No Dunks	3-0-1-2
More Gamebreakers	1-4-3-2
Less Gamebreakers	1-3-4-2
No Gamebreakers	1-4-4-2

O

ONI

It's grey, but there're are a few decent scraps to be had here. During gameplay, press the SELECT button, then highlight the Select button in the menu. Now enter the following codes. You should hear a sound to confirm you've entered them correctly.

Change Character

L2, L1, L2, □, ○, □, L2, L2, L2, L2

One Shot Kills

L2, L1, L2, □, ○, □, ↘, ↘, ○, □

Unlimited Health

L2, L1, L2, □, ○, □, ↘, ↘, ↘, ○

Power Punches

L2, L1, L2, □, ○, □, ↘, ↘, ○, □

Tiny Wee Characters

L2, L1, L2, □, ○, □, ↘, ↘, □, ○

Unlimited Phase Cloak

L2, L1, L2, □, ○, □, L1, ↘, L2, ↘

Big Head Mode

L2, L1, L2, □, ○, □, □, ○

Unlimited Ammo

L2, L1, L2, □, ○, □, L2, L2, L1, ↘

Huge Characters

L2, L1, L2, □, ○, □, ↘, □, ○, ↘

OPERATION: WINBACK

Enter all of these on the Press START screen, before the demo starts. You'll hear the sound of a gunshot if you've done it correctly.

Trial mode

Quickly press ↑, ↓x2, →x3, ←x4, then hold △ and press START.

Sudden Death mode

Quickly press L2, R2, L2, R2, ○, △, ○, △, then hold L1 and press START to unlock Sudden Death mode. This allows opponents and your character to be killed with one hit.

Max Power mode

Press L1, R2, L2, R2, L2, △, ○, △, ○, then hold L1 and press START to unlock Max Power mode. If you entered the code correctly, you will hear the sound of a gunshot. This mode allows you to start with all weapons and infinite ammunition.

All Multi-player Characters

Quickly press ↑, ↓ (↓), →(↘), ←(←), then hold ○ and press START to unlock all the bosses as well as the engineers and a few army characters in multi-player mode. Most of the bosses have odd guns and may not be able to back up against walls or roll.

Max Power, Sudden Death, Trial modes

Successfully complete the game on the hard difficulty setting to unlock Max Power, Sudden Death, and Trial modes.

Q

QUAKE

Level Select

While playing a game, hold L1 + R1 + R2 + SELECT and press ✕, ○, □, △, ✕, ○, □, △

R

RAYMAN REVOLUTION

Extra Bonus Mini-Games

From the Press Start screen, press START. Now, select your language. Next, select Options. Then choose Language. Select Voices and Highlight Raymanian – without validating it. Now, press and hold L1 + R1 and enter L2, R2, L2, R2, L2, R2.

RC REVENGE PRO

Enter the following codes at the main menu.

Unlock Every Vehicle

L1, L2, R1, R2, □, ○

Unlock Every Track

L1, R1, R2, □, ○

READY 2 RUMBLE: ROUND 2

Fat boxer

→, →, ↑, ↓, →, R1, R1, R2

Skinny boxer

→, →, ↑, ↓, →, R1, R2

Zombie boxer

←, ↑, →, ↓, R1, R1, R2

Unlock Everything

At the Character select screen press:

←, ←, →, R2, ←, →, →, R1, R1, R2
All the characters, holiday outfits and champion outfits will be unlocked – just press ⊡ to flick through them.

Fast Mode
At the character screen, enter:
→, →, ↑, ↓, →, R1 x5, R2

Full RUMBLE Meter
During the game, pause it and enter:
R2, R1, R1, R2, R1, R2, R1, R1, R1, R1, R2, ←, →, ↑, ↓

Start at Final Match
At the character screen, enter:
R2, ↓, →, ↑, ←, R1 x6, R2, R1, R1, R2

RIDGE RACER 5

Duel Cars
To get some extra roadsters for the Free Run, Duel and Time Attack modes, you have to finish first in Duel mode on the following races – unlock them by beating the times marked with a 'D' in Time Attack.
'50s Super Drift Caddy – Danver Spectra
Devil Drift – Rivelta Crinale
Super Grip VW Beetle – Solort Rumeur
McClaren F1 Clone – Kamata Angelus

Pac-Man Mode
Race more than a total of 3,000km and you'll unlock a game that lets you race Pac-Man against ghosts in cars.

On-screen Display
Hold SELECT while you're racing to see how hard you're pressing the analogue buttons.

RUMBLE RACING

Find these hidden easter eggs to unlock shiny new motors:

TRUE GRITS
Revolution
Find the big red barn. Drive through it and the egg will be on the left-hand side, on the outside of the barn.

FLIP OUT
High Roller
In area with the three tunnels, take the middle tunnel, then brake hard at the end and drop down to reach the egg.

CAR GO
Sporticus
Find the submarine and look to the left where you will see rows of red crates. The egg is behind one of the last crates.

SO REFINED
Van Itty
At the start, immediately turn right and look behind the buildings for the egg.

PASSING THROUGH
Buckshot
Look for the body of water to the right, just before the asphalt turns to sand. Drive through the water and around to the right to locate the egg – it's slightly submerged.

SUN BURN
Gamecus
Drive ahead after the start, then look for the egg as you take the first right turn – it's in the bushes near the swimming pool.

FALLS DOWN
Road Trip
The egg is located on the left side of the falls – you'll find the secret entrance just after the first tunnel on the right-hand side. It is sitting on a cliff. The Thor vehicle can thrust near it and nab it easily, but it'll probably take a few goes.

GAUNTLET
Vortex One
Look for it next too a large collection of multi-coloured metal crates.

TOUCH AND GO
Redneck Rocket
Find the plane that you can drive through, then go through and take the jump into the building. Stop in the building, and go left. You'll see another ramp with a power-up on it. Take this ramp and stop once you land in the next building. Drive to your right and you should find the egg.

SURF AND TURF
Cobalt
Find the theatre in town – the egg's in the indoor parking area just before the theatre.

COAL CUTS
Stinger
Look for the area that's full of large wooden buildings attached to bridges. Look to the right-hand side of the last building for the egg.

WILD KINGDOM
XXS Tomcat
Simply ride the track backwards and you'll eventually find it on the right-hand side.

OVER EASY
Interceptor
Once you hit the town, go left, left again, then right. Before the next right, you'll find the egg in a parking area to the right-hand side.

OUTER LIMITS
Thor
Immediately turn and drive the course backwards. Go under a natural rock formation bridge and you will find the egg to your right.

Level unlock codes
If you can't get through those tricky later courses, here are the codes to unlock everything.
Pro Cup 2, Falls Down track, and Cataclysm car – P1PROC1PU
Pro Cup 3, The Gauntlet track, and EsCargot car – Q2PROC2YT
Elite Cup, Surf and Turf track, Elite Class cars, and Road Kill car – AEPPROPUC
Elite Cup 2, Coal Cuts track, and Jolly Roger car – ILETEC1MB
Elite Cup 3, Wild Kingdom track, and Malice car – ILCTEC2VB
Elite Cup 4, Over Easy track, and Direwolf car – ILQTEC3PU
EA Elite Cup, Outer Limits track, and Blue Devil car – LEAITEPUC
Grand Champion video and EA Stunt Cup – YEAMPLOWW
Circus Minimus – ZEAGTLUKE

S

SHADOW OF MEMORIES

Extra Ending
Play through the game to get all of the five alternate endings and you'll be shown a hidden prologue sequence (you can check our guide in PSM2#09). Complete this for an extra sixth ending.

FMV Sequences
Complete the game with three endings to see an FMV sequence of Konami's European show, or all five to see them at the Autumn 2000 Tokyo Games Show.

SILENT HILL 2

Lift Quiz
The first time you hear the gameshow questionnaire in the lift, make sure you write down all the answers – they won't appear in your memo book, so it'll save you from reloading the game later on.

SILENT SCOPE

Pink Mode
←, →, →, ⊡, △

No Scope
←, ↓, ←, ⊡, ←, ↓, ←, ⊡

No Enemy Cursor
←, ←, ←, ←, →, ↓, ↑, →

No Crosshair
→, →, →, ⊡

Exchange life for time
Pause the game in Arcade mode and press ↑x2, ↓x2, ←, →, ←, →, ⊗, ◎. You'll lose half a life-segment, but gain five seconds of time.

Exchange time for life.
Pause the game in arcade mode and press ◎, ⊗, →, ←, →, ←, ↓x2, ↑x2. You'll lose five seconds off the clock, but get an extra half life-segment.

100 challenge mode
Successfully complete all nine outdoor shooting range challenges to unlock 100 challenge mode.

SILPHEED

All weapons
Enter 'XACALITE' as a name to begin stage one with all of the nine weapons available.

SKY ODYSSEY

Extra Aircraft:

Auto Gyro
Complete all of the Sky Canvas levels with more than 90 points for each.

Corsair
Get a ring around ten of your grades in Adventure mode by performing acrobatic stunts.

Gold UFO
Complete all the Target mode levels with gold medals.

Me-262
Complete Adventure mode.

Silver UFO
Complete Adventure mode with straight 'A' grades.

Swordfish Third Wing
Fly the Mid-Air Rendezvous mission and land on the alternative runway – it helps if you've got the special radar.

Pontoons
Complete the Stormy Seas level with any plane.

SMUGGLER'S RUN

Invisibility
Press R1, L1, L1, R2, L1, L1, L2.

Lighter cars
Press L1, R1, R1, L2, R2, R2.

Increase time
Press R1, L1, L2, R2, →, →, →.

Decrease time
Press R2, L2, L1, R1, ←, ←, ←.

No gravity
Press R1, R2, R1, R2, ↑, ↑, ↑.

SSX

Once again, we'd like to point out that using these codes takes you one step closer to spending eternity in Hades being goaded by malevolent imps. Still, if you want to ruin the game, go to the Options menu and hold all four shoulder buttons while you enter the following codes:

Maximum Stats
⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊡.

Unlock It All
↓, ←, ↑, →, ⊗, ◎, △, ⊡
Every Track, Outfit, Board and Character will be unlocked, and you'll have ruined hours of fun for yourself. Happy?

Running Man Mode
⊡, △, ◎, ⊗, ⊡, △, ◎, ⊗

STAR WARS: STARFIGHTER

Most of these cheats are available for completing certain levels – but if you can't be bothered, just enter the text in capitals on the Codes menu.
Unlock everything – **OVERSEER**
Invulnerability – **MINIME**
Secret spaceship for bonus missions – **BLUENSF**
Multi-player levels – **ANDREW**
Default screen – **SHOTS, SIZZLE, or HOTEL**
Enemy ship gallery – **SHIPS**
Spaceship and cast pictures – **HEROES**
Pre-production art – **PLANETS**
Director mode – **DIRECTOR**
Reversed controls – **JARJAR**
Disable cockpit displays – **NOHUD**
See the team – **TEAM**
Pictures of Simon – **SIMON**
James' day at work – **JAMES**
A message from the programmers – **LTDJGD**

STAR WARS: SUPER BOMBAD RACER

Darth Vader
Win the Gold Cup in the Galaxy circuit race as Anakin to unlock Darth Vader and his Tie Interceptor.

AAT battle tank
Press ◎, ⊡, ◎, ⊡ at the main menu. A message confirms correct entry.

Unlock Galaxy Circuit
Play through each individual race and finish in the top three. After that, you'll be able to play on the tricky Galaxy circuit.

Unlock Reverse Mirror Tracks
To unlock the option to race the tracks in reverse, you'll need to complete the Galaxy Circuit with any character and receive a gold medal.

Everybody is a Kaadu
At the main menu press L1, R1, L2, R2. You will get the message 'Poof! Everybody is a kaadu!' When you race, all the racers turn in to Nabooien Kaadu on flying tread mills.

Boba Fett
Press ⊡, ◎, △, ◎, ⊡ at the main menu to play as the original stormtrooper.

STREET FIGHTER EX3

Secret Fighters
To unlock new characters, you need to beat Original Mode with different fighter each time. Here's the order they appear in.
1 Sagat
2 Bison
3 Garuda
4 Shadow Geist
5 Kairi
6 Pullum
7 Area
8 Darun
9 Vulcano Rosso

Medal Secrets
Earn ten of each medal type in Career mode on normal or hard, then do the following:
Bronze: Press SELECT on Sakura to activate her as the narrator.
Silver: Press SELECT on Bison to play as Bison 2.
Gold: Press SELECT on Ryu to play as Evil Ryu.
Platinum: VS Bison and True Bison appear in Arena mode.

SUMMONER

Select the Credits option from the main menu, then press ⊗ while they're being displayed to see a sad, but quite amusing, Dungeons & Dragons parody.

SUPER BUST-A-MOVE

Enter these codes after the game loads and when the Push Start screen's showing. An icon appears in the top-left of the screen to confirm correct entry.

Unlock More Levels
△, ←, →, △

Unlock More Characters
△, →, ←, △

SURFING H30

Complete every level with at least 300 points to get the Shark Surfer.

SWING AWAY GOLF

All golfers
At the main menu, press L2, R2, L2, R2, ↑, →, ↓, ←, L1, R1 to unlock all the characters in Stroke Play mode.

T

TEKKEN TAG TOURNAMENT

Tekken Bowl
When you've unlocked Ogre – by completing the game ten times – you'll also be able to play *Tekken* Bowl. Try curving the ball hard to the left to knock out Dr Boskonovitch.

Jukebox mode
Score 200 points or more in *Tekken* Bowl, and you'll be able to select the music that plays during your games.

Practice mode stage select
Highlight Practice Mode, hold L2 and press R2 the following number of times.

1 Law **2 Yoshimitsu** **3 Ling**
4 Hwoarang **5 Lei** **6 Ogre**
7 School **8 Jin** **9 Nina**
10 Eddy **11 King** **12 Heihachi**
13 Eddy **14 Unknown**

THEME PARK WORLD

Everything Free
To stop those big rides draining your cash, input the following sequence eight times in a row…
←, ↓, ⊗, ◎.
Unfortunately, you won't be able to do any research while the cheat's activated.

TIMESPLITTERS

Completing Cyberden
Stuck on the Cyberden level? Go up to the red control panel in the room overlooking the launch pads. Pressing ⊗ unlocks a door that'll let you onto the launch pads – which is where you'll find the floppy disc.

Hidden Extras
Completing each stage on each difficulty level nets you a reward – but so does doing it within a strict time limit.

KEY
AL: Arcade Level
PC: Playable Character
C: Cheat
B: 'Bot
BS: 'Bot Set

EASY
1935 Tomb
Complete: Cultist (PC)
Timed secret: Paintball (C)
58.5 seconds

1970 Chinese
Complete: Chinese Chef (PC)
Timed secret: Chinese Waiter (PC)
1 minute 9.6 seconds

2005 Cyberden
Complete: Badass Cyborg (PC)
Timed secret: Siamese Cyborg (PC)
48.4 seconds

1950 Village
Complete: Period Horror (BS)
Timed secret: All Heads Detachable (C)
27.2 seconds

1985 Chemical Plant
Complete: Usual Suspects (BS)
Timed secret: Male and Female SWAT (PC)
28.4 seconds

2020 Planet-X
Complete: Space Opera (BS)
Timed secret: Green Alien (PC)
49.8 seconds

1965 Mansion
Complete: Horror Shocker (BS)
Timed secret: Big Heads (C)
55.1 seconds

2000 Docks
Complete: Law and Order (BS)
Timed secret: Male and Female Soldier (PC)
1 minute 12.2 seconds

2035 Spaceways
Complete: Unlock Challenge Mode
Timed secret: Red Alien (PC)
1 minute 2.3 seconds

NORMAL
1935 Tomb
Complete: Graveyard (AL)
Timed secret: Priestess (PC)
2 minutes 33.9 seconds

1970 Chinese
Complete: Site (AL)
Timed secret: Gun Sounds (C)
2 minutes 33.2 seconds

2005 Cyberden
Complete: Streets (AL)
Timed secret: Tuxedo Cyborg (PC)
1 minute 35.1 seconds

1950 Village
Complete: Castle (AL)
Timed secret: Hick Hyde (PC)
1 minute 14.9 seconds

1985 Chemical Plant
Complete: Bank (AL)
Timed secret: Infinite Ammo (C)
55.1 seconds

2020 Planet-X
Complete: Spaceship (AL)
Timed secret: Float Alien (PC) and (B)
1 minute 32.0 seconds

1965 Mansion
Complete: Mall (AL)
Timed secret: Overall Mutant (PC)
1 minute 32.8 seconds

2000 Docks
Complete: Compound (AL)
Timed secret: Big Hands (C)
1 minute 29.5 seconds

2035 Spaceways
Complete: Warzone (AL)
Timed secret: Female Alien (PC) and (B)
1 minute 4.5 seconds

HARD
1935 Tomb
Complete: Eyes Mummy (PC)
Timed secret: Teeth Mummy (PC)
2 minutes 19.0 seconds

1970 Chinese
Complete: Suit Hoodlum (PC)
Timed secret: Mr. Big (PC)
6 minutes 4.7 seconds

2005 Cyberden
Complete: Female Cyborg (PC)
Timed secret: Enemy Rockets (C)
1 minute 52.9 seconds

1950 Village
Complete: Fishwife Mutant (PC)
Timed secret: Insect Mutant (PC)
2 minutes 17.7 seconds

1985 Chemical Plant
Complete: Lumberjack (PC)
Timed secret: Malehood (PC)
2 minutes 34.0 seconds

2020 Planet-X
Complete: Pillar Alien (PC) and (B)
Timed secret: All Characters Headless (C)
2 minutes 29.3 seconds

1965 Mansion
Complete: Priest Mutant (PC)
Timed secret: Girl Zombie (PC)
1 minute 33.1 seconds

2000 Docks
Complete: Gasmask Soldier (PC)
Timed secret: Shock Trooper (PC) and (B)
2 minutes 39.0 seconds

2035 Spaceways
Complete: Spaceways Stewardess (PC) and (B)
Timed secret: Small Heads (C)
2 minutes 54.5 seconds

And here's what completing each challenge unlocks:
1-A The Living Dead (BS)
1-B Green & Brown Zombie (PC)
1-C Police, Skull, & Jacket Zombie (PC)
2-A Duckman (B)
2-B All enemies are Ducks (C)
2-C Duckman Drake (PC)
3-A Robofish (B)
3-B All enemies are Robofish (C)
3-C Robofish (PC)
4-A NOTHING
4-B Enemies all throw bricks (C)
4-C Brick available as a weapon
5-A The Impersonator (B)
5-B All enemies are Impersonators (C)
5-C The Impersonator (PC)
6-A NOTHING
6-B Gasmask SWAT (PC)
6-C Veiled SWAT (PC)
7-A Ginger (B)
7-B All enemies are Gingerbread Men (C)
7-C Gingerbread Man (PC)
8-A Farrah Fun-bunny (B)
8-B All enemies are Bunnies (C)
8-C Farrah Fun-Bunny (PC)
9-A TimeSplitters (BS)
9-B TimeSplitter #2 (PC)
9-C TimeSplitter #1 (PC)

U

UNREAL TOURNAMENT

For a distinctly unsporting advantage…

Level skip
Pause the game and press ↑, ↓, ←, →, →, ←, ◎.

Level select
Save the game and return to the main menu. Select the 'Resume Game' option, then highlight the previously saved game and press ↑, ↓, ↓, ↑, ←, ↑, →, ↓.

Invincibility
Pause the game and press ⊡, ◎, ←, →, ◎, ⊡.

Maximum Ammunition
Pause the game and press ←, →, ◎, ◎, ◎, →, ←.
Alternatively, for some comedy mutators…
Unlock Stealth Mutator
Press ⊡, ⊡, ◎, ◎, ⊡, ⊡, ◎, ◎.
Unlock Fatboy Mutator:
◎, ◎, ◎, ↑, ↓, ↓, ↑, ◎, ◎, ◎.

W

WACKY RACES

Enter the following at the Cheat Codes screen, then activate them on the Code Collection screen.
chimpgiveaway - Unlock All Tracks.
monkeyspoilers - Unlock All Vehicles.
gadgetclearout - Unlock Every Gadget
thosewackykids - Deformed Characters.
fastcarsagogo - Dastardly Difficulty.

X

X SQUAD

Promotion
At the main menu, type in this combination and you'll hear a sound.
Lieutenant: R1, L2, L1, R2
Captain: ◎, R1, ◎, L1, △, R2
Major: L2, ⊡, R2, △, L1, ◎, R1
Colonel: △, ⊡, ◎, ⊡, △, ◎
General: L1, L1, L2, L2, R1, R1, R2, R2
Master of X Squad:
◎ (x4), △, ⊡ (x4)

Z

ZONE OF THE ENDERS

Versus Mode
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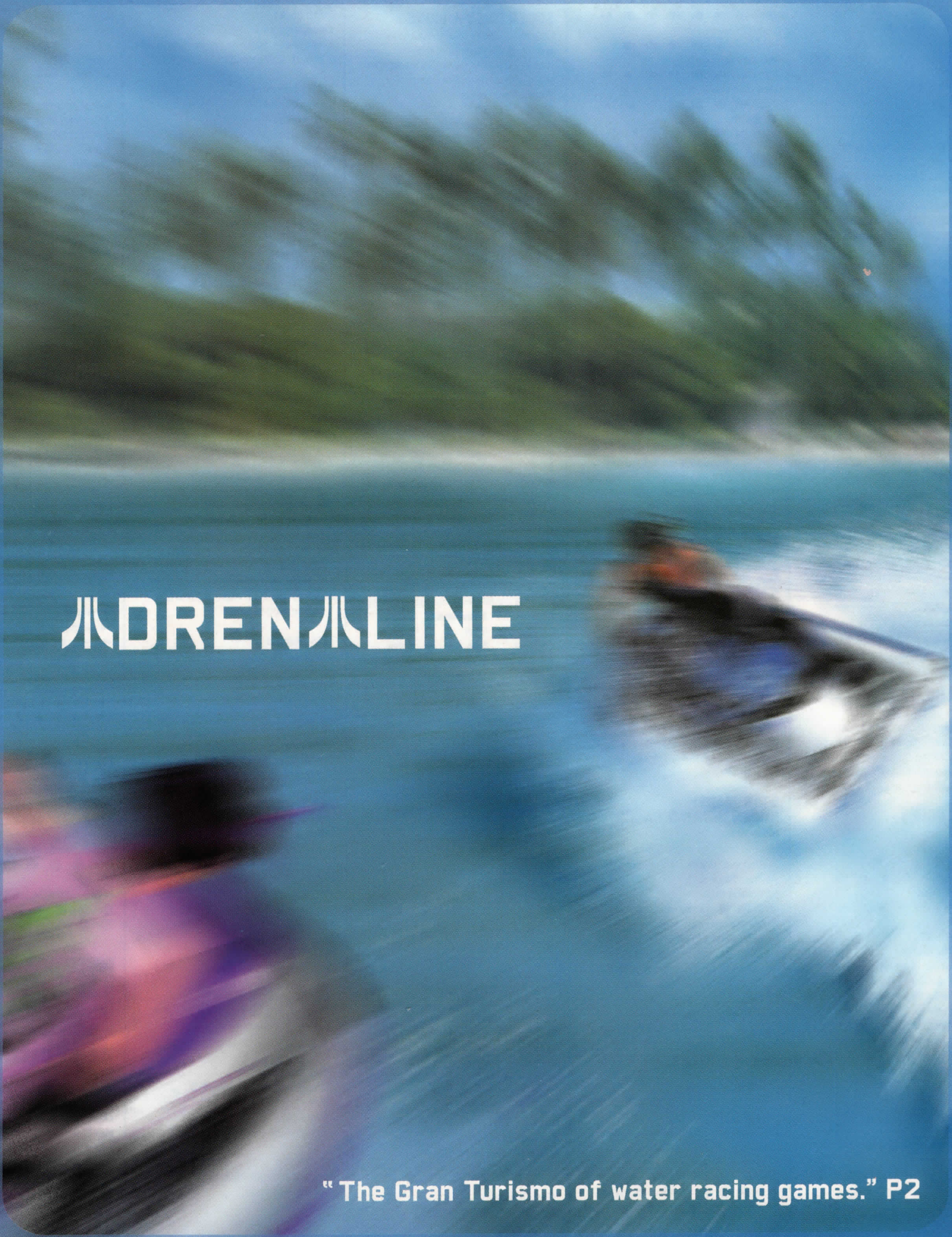
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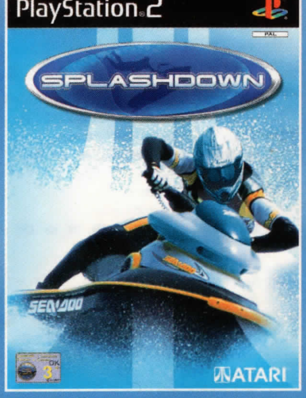
PlayStation 2
SPLASHDOWN
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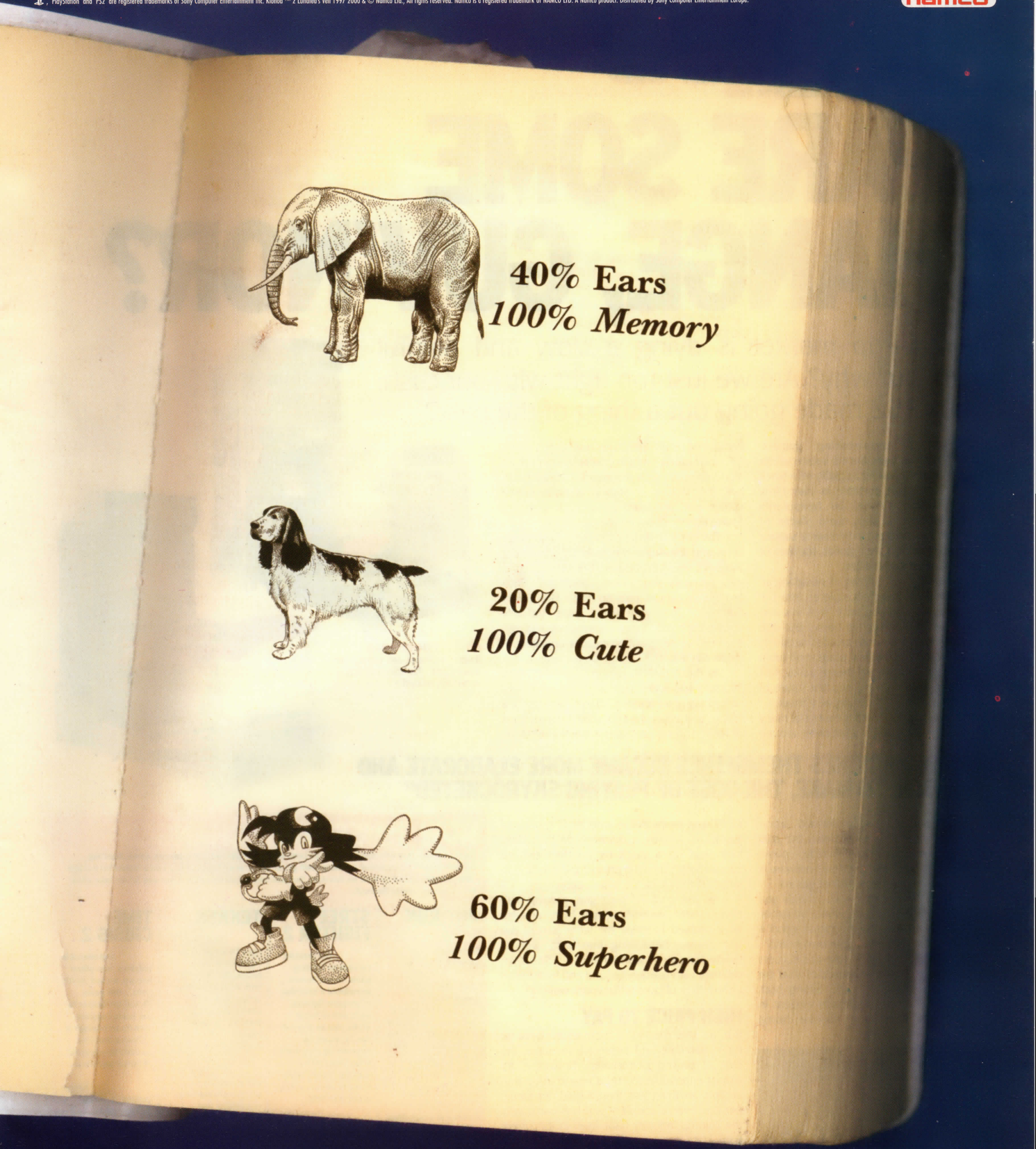
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"PSM2 MEETS NUMBER TWOS – THORNY ISSUES EXPLORED ON THE THRONE"

INVESTIGATOR: Ryan Butt

SPARE SOME CHANGE, GUV'NOR?

The coin-op market is dying a slow and painful death, but why? Are we just too tight with our cash, or has PS2 made going out a thing of the past?

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FEEL THE SNOWFLAKE

CABINET RESHUFFLE: Bright, complicated and packed with novelty, late '90s coin-ops became increasingly interactive.

For twentysomething gamers, arcades were once a solace where squinting at *Jet Set Willy* on a black and white portable in your filthy bedroom could be temporarily forgotten. They were places of wonder that you ventured to in order to sample the very latest and greatest games, the likes of which you'd never seen before.

You used to think nothing of ploughing an endless stream of ten pence pieces into the awe-inspiring cabinets because, well, this was stuff you just couldn't get at home. But that was back in the '90s when arcades suddenly exploded from being the last place you'd want to be after dark into virtual theme parks. Fast forward a decade, though, and the future of these techno palaces is looking very bleak.

In recent months, board meetings at many coin-op dominant games companies around the world have had one underlined action point on the agenda – wind down the coin division. But why? Why now? Simple – home gaming has come of age and PS2 hardware is being used to power many cabinet games.

This begs the question – why should you be arsed to go to an arcade when, by rights, you should be able to play a game as good, if not better, in the comfort of your own home?

The secret of any good coin-op's success was to always stay one step ahead of what the punters were playing at home. Sifting back through time, this was especially evident in the late '80s when the popular home computers – ZX Spectrum and Commodore 64 – had barely enough power to start up, let alone compete with the arcades. Needless to say, the tedium of staring at badly-drawn sprites was remedied by a quick game of *Space Harrier* down on the pier.

The birth of 16-bit consoles – Sega Mega Drive and the Super Nintendo Entertainment System (SNES) – reduced the technological gap between the gaming platforms. They brought immortal coin-op titles like *Street Fighter 2* into your front room. Virtually uncompromised, these conversions reduced the need to hang out at arcades engaging in small-talk with the Change Desk queen.

By the mid-'90s, coin-op technology had soured once again, leaving the gamers with something of a dilemma. Do they save up for a PSone and enjoy coin-op perfect conversions of *Tekken* and *Ridge Racer* in the home? Or, as £299 was an incredible amount of money to pay for an unproven machine, do they blow their wad on a quick fix on their coin-op counterparts? Until the price of the PlayStation dropped, they took the latter option.

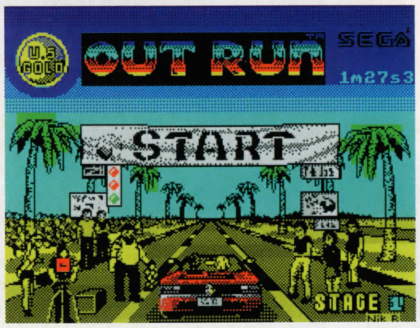
As the cost of next-gen gaming has always been wallet-bustingly high, arcades were allowed to enjoy the latter part of the last decade flourishing into vast, well-lit, family-friendly wonderlands. Sit-down cabinets with surround sound and hydraulics? Lovely. Slice of cake while you're waiting?

HIGH PRICE TO PAY

But as the machines themselves became more elaborate and expensive to make, the cost of playing skyrocketed. Nowadays it's almost impossible to find a new coin-op that accepts anything less than a quid per game, perhaps even a couple – which is partly why the coin-op industry finds itself in its current sorry state.

"One pound is a lot of money to pay, especially if it's your first game when it's a case of 'right, what do I do? Oh shit, I'm dead'," commented an insider from Capcom's coin-op division, the European branch of which has just been closed. "Now people would much rather save the money and buy the home version, which often comes in an

"AS THE MACHINES THEMSELVES BECAME MORE ELABORATE AND EXPENSIVE TO MAKE, THE COST OF PLAYING SKYROCKETED"



OUT-CLASSED: The ZX Spectrum's loading screen had nothing on its arcade counterpart. Coin-ops ruled in the '80s.

HOW TIMES HAVE CHANGED

History tells us that coin-ops have always been heavily influential in the gaming world. Boasting technology that far exceeded anything you'd get at home, you'd have happily sold a kidney for enough small change to fund an hour on *Gauntlet*. But just how far ahead of the home was it? We take a trip down memory lane to find out...

OUT RUN

COIN-OP: A frantically-paced race across America in a car of your dreams and a blonde bird rubbing your knee. With seamless 3D graphics, a soundtrack to die for and only 50p a go, this was as good as it got in 1986.

SPECTRUM 48K: Chug across what looked like apocalyptic America in a matchbox with a scarecrow sat motionless beside you. The graphics were poor, the speed non-existent and it cost £7.99. As for the soundtrack, that had to be played on your tape recorder.

CROSSOVER VERDICT: 2/10

STREET FIGHTER 2

COIN-OP: The greatest two-player fighting game known to man. Introduced a selection of playable fighters, each with different styles plus an array of special moves so devastating they made you cringe just by watching them. Solely responsible for packing arcades in 1990.

SNES: Nearly a perfect conversion. It had all the characters and moves, with every ounce of appeal of the arcade version. Subsequent coin-op sequels left the consoles standing.

CROSSOVER VERDICT: 7/10

TEKKEN

COIN-OP: Namco's 1994 reply to Sega's *Virtua Fighter* was this accomplished belter. With each of the four action buttons controlling a different limb, you really felt like you really were dishing out the blows.

PSONE: Identical in every department, which is unsurprising considering that identical technology was used to create both versions. The game's arcade popularity helped shift a ton of PSones in the early days, but it was high time that coin-op technology moved on to pastures new.

CROSSOVER VERDICT: 9/10

TIME CRISIS 2

COIN-OP: Unbelievable graphics, two-player link-up, wicked plastic guns... this game flicked the beaver to the home consoles with its technological brilliance that just couldn't be recreated at home. Until now...

PLAYSTATION 2: Better looking, new and exciting modes, greater longevity, two-player link-up (at a cost) and a wicked plastic gun – who's laughing now? Well, we all are because this is proof enough that we can now enjoy better games at home.

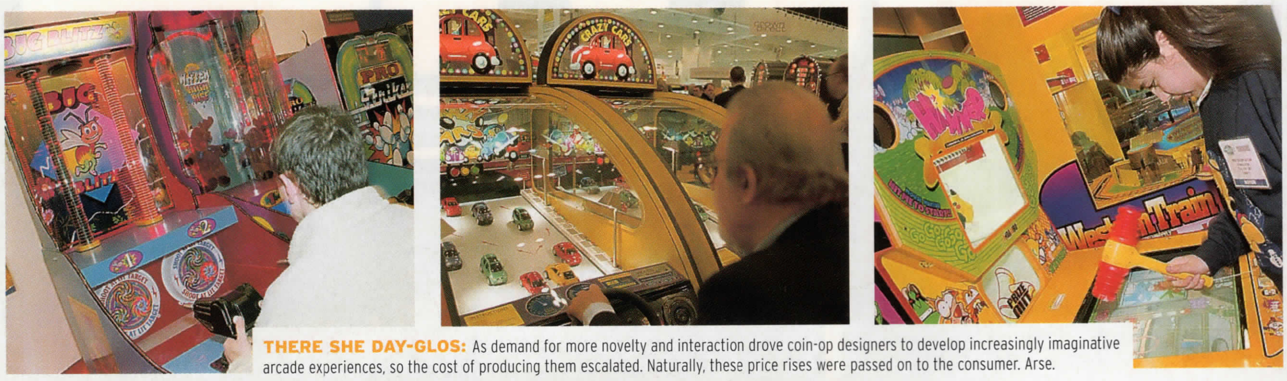
CROSSOVER VERDICT: 10/10

DRUMSCAPE
www.drumscape.com
BRENT

BEMANI, MONEY, MONEY: Japan's insatiable desire to strum, batter and scratch through games has meant that most cabinets look more like recording studios than games.

MIDWAY
ARCTIC

RIDE IT ON: Arcades no longer lead consoles in graphics - only the tactile experience remains.



THERE SHE DAY-GLOS: As demand for more novelty and interaction drove coin-op designers to develop increasingly imaginative arcade experiences, so the cost of producing them escalated. Naturally, these price rises were passed on to the consumer. Arse.

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enhanced form with extra characters, modes and levels."

This opinion is mirrored throughout the industry and Midway is another recent casualty of the arcade slump – shutting its entire global coin-op division that once proved such an invaluable source of console conversions. "The market for arcade games is dead and buried," a Midway source offered. "Obviously the cost of making the games affects the prices charged to play them and if people aren't playing them, for whatever reason, then we can't afford to produce them. Simple as that."

GOING, GOING...

The last two games being rolled out of Capcom's European coin-op division are *SNK Vs Capcom 2* and *Gun Survivor 2 Resident Evil Code: Veronica*. Both are coming to PlayStation 2 and both will feature a pile of enhancements that won't make the cabinet versions.

Long gone are the days when coin-ops were fat cash cows that could be milked for lucratively easy home conversions: "These days people want more," piped-up our Midway insider again. "The time and effort it takes to insert additional elements to enhance the longevity of a standard coin-op base game means that you'd be better off saving the money it costs to produce a coin-op and spending it entirely on creating a game from scratch purely for release on the consoles. This never used to be a problem when the coin-ops were generating a healthy revenue, but now it's like chucking money down the drain."

"WITH PS2 YOU GET THE LUXURY OF SAVING YOUR PROGRESS IF YOUR TEA'S ON THE TABLE"

But what of the actual arcade users themselves? The people that used to happily bunk off school or college and blow a week's worth of dinner money on 'just one more game of link-up *Virtua Racing*'?

"I remember when *Super Street Fighter 2* came out back in 1993 and going down the arcade to play it was like attending a church," Paul Taylor, a long-time frequenter of London's arcades, told PSM2. "There were kids from all over the place gathered round this one machine and if you knew the moves and combos then you were the main man, everyone respected you.

"It was the same with games like *Mortal Kombat 2*, where you could actually gain local recognition from performing a finishing move that nobody else could do. Nowadays it's nothing like that because the games you can buy for PS2 are just as good as anything you'll find down the Trocadero, so people just don't bother going out."

CONSOLING OUT

Sony's next-gen behemoth has given everyone arcade-quality visuals in their own homes. It explores new avenues of gameplay and exposes many coin-ops as being the shallow, short-term money-sponges they really are. Ask any gamer on the street and they don't want to just win a fight or win a race anymore, they want to train their scrapper up from scratch and fine-tune cars themselves to get higher performance.

This type of thing just doesn't lend itself to coin-ops because of the money involved – your money, not the manufacturer's. It all boils down to the time issue – the time it takes you to play. Most modern arcade games are a far cry from the likes of ancient coin-op platformer, *WonderBoy*, whereby you could play it through as many times as you liked provided you didn't die. Now you just win a race or a fighting championship and its game over, there's no further progression. So why bother?

At least with PS2 you get uninterrupted play for as long as you can endure, replay value beyond your wildest dreams and the luxury of saving your progress if your tea's on the table. Compare that to arcades – you get kicked out at closing time, disappointed when the third level turns out to be the last and dejected when all your hard-earned high scores get erased when the power's shut down. Where's the fun in that? **PSM2**

BOG MOUTH!

THE INDUSTRY SPEAKS TO PSM2

Industry personnel on why they're not building so much woodchip around PS2.

"I see arcades of the future as being virtual reality driven. They've got to give the players something they can't get at home, however seedy."
A source at Capcom who doesn't wish to be identified.

"I've only actually been to an arcade once this year and that was to check out *Tekken 4*. I wish I hadn't bothered."
Paul Taylor, ex-arcade gamer, London

"ARCADES USED TO BE LIKE A HANDS-ON PREVIEW FOR WHAT WOULD BE COMING TO OUR HOME CONSOLES IN THE COMING MONTHS. NOW THEY'RE LIKE GAMING HISTORY MUSEUMS WHICH AREN'T WORTH THE ADMISSION FEE"
Alex Farrey – Associate Editor of coin-op industry trade paper, Slots

"Apart from the cost of playing, the growth of the home console market has also sounded the death knoll to coin-ops because the games you play at home are getting more advanced. There's definitely no future in coin-ops – or Midway, Konami and Sega would still be making lots of them."
A source at Midway who doesn't wish to be identified

NEXT MONTH

A LICENCE TO BILL?

Is spending millions on franchises an easy route to a fortune. *Smackdown!*, *The Simpsons* and *FIFA* are great examples of games where you pay, but don't necessarily play. What do you think?

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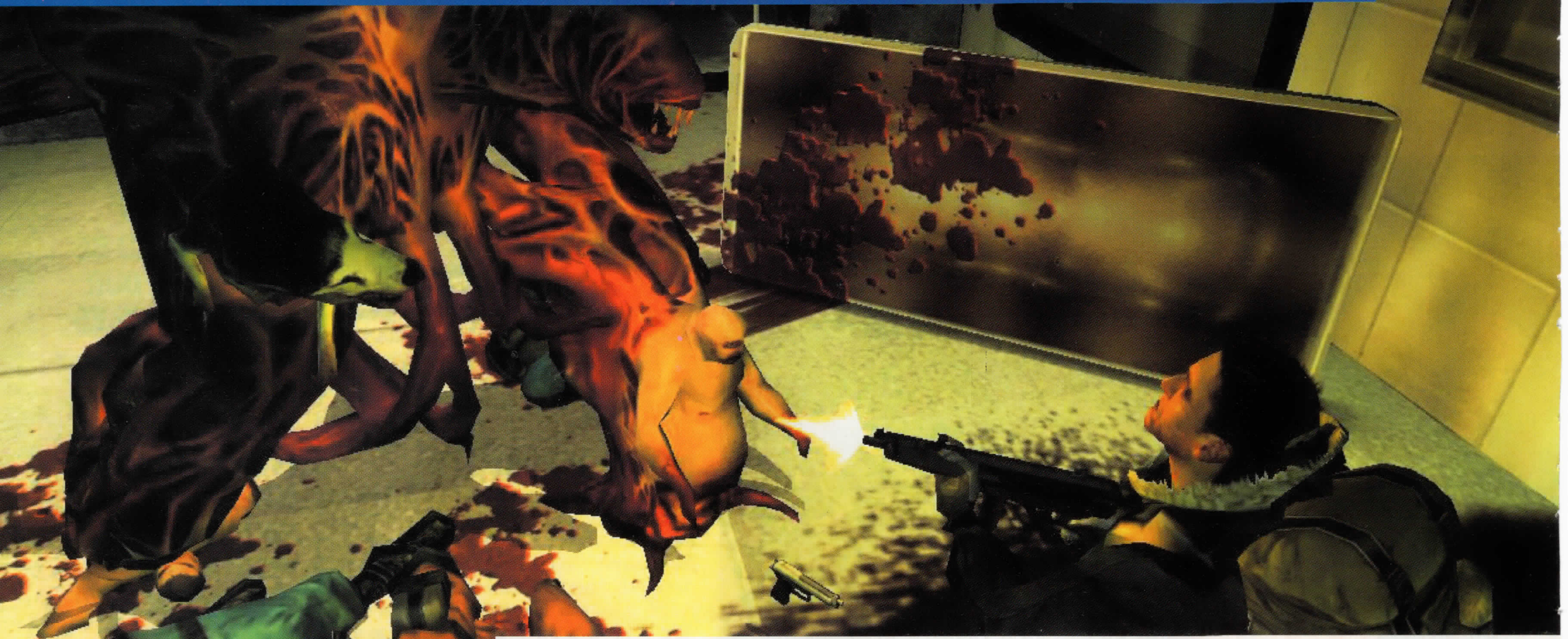
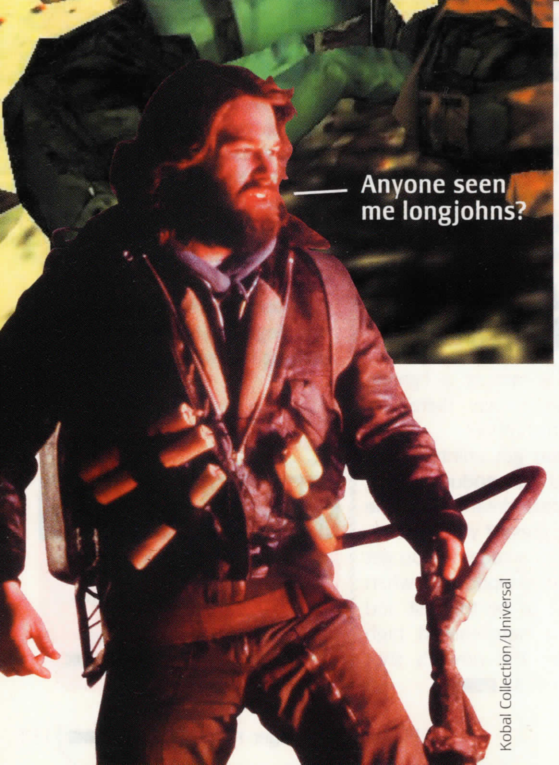




Anyone seen me longjohns?

Kobal Collection/Universal

EXPECTED UK / SPRING 2002

THE THING

REMEMBER, MAN REALLY IS THE WARMEST PLACE TO HIDE

Fear's still an emotion lurking at the shadowed peripheries of Sony's PS2. There's the jump-out-of-your-skin horror of *Code: Veronica*, the insidious repulsion of *Silent Hill 2*, the underwhelming unease of *Alone in the Dark* – and that's pretty much it. It's virgin territory once again. But one company aiming to swipe the high ground from both Capcom and Konami is Computer Artworks. Forget about things that go boo, this is unadulterated paranoia tidily packaged as... *The Thing*.

The idea: Sadly, big, bad Kurt (aka MacReady) has frozen to death leaving you to assume the role of one Captain Blake – a fur-lined commando of the smart but square-jawed variety. Heading up a crack reconnaissance team, your primary objective is to find out why contact has been lost with the Antarctic base of the film.

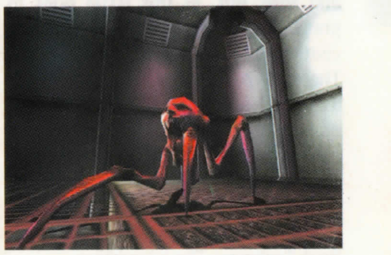
Best Features: Although ECTS was said by many to be an overall shambles, Vivendi/Universal's press conference – where William Latham (director of Computer Artworks) revealed just how *The Thing* will differ from any other survival horror to date – managed to distinguish itself.

One revelation that had us needing a sit-down was the disclosure that the emotional world of your team will be governed by a 'trust and fear' mechanism. How this translates into

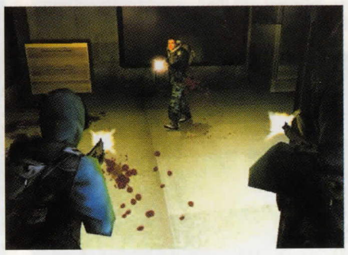
"FORGET ABOUT THINGS THAT GO BOO, THIS IS UNADULTERATED PARANOIA TIDILY PACKAGED"

"THE THING IS CRUELLER, MORE INTELLIGENT AND MORE TERRIFYING THAN ANY PREVIOUS OPPONENT"

Kobal Collection/Universal



WALKING HEADS : As with the film, even body parts can be re-animated by the alien host.



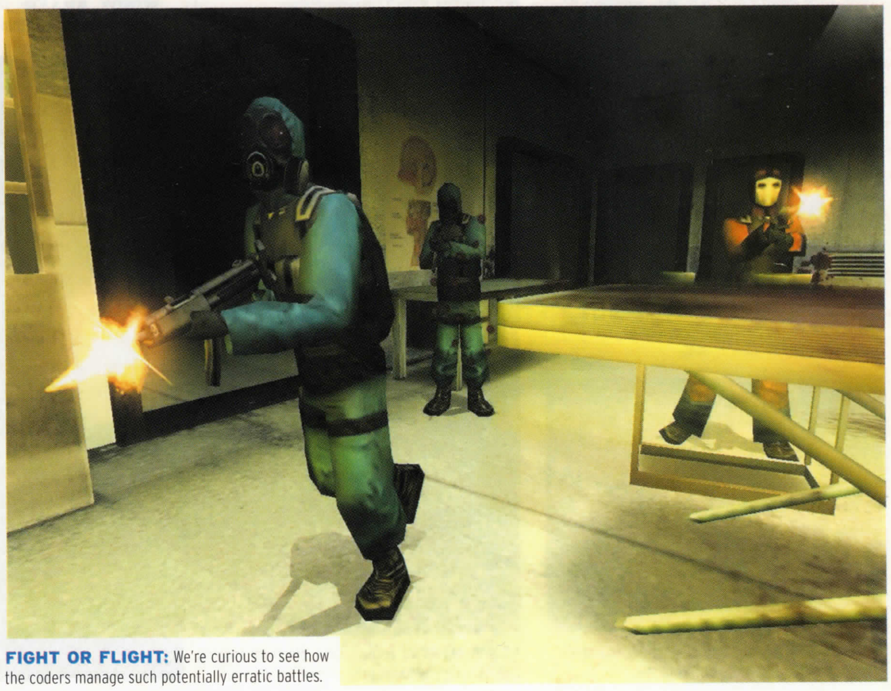
ALL AGAINST ALL: Who to trust? Are these guys the Thing? Or do they just think you are?

the action is simple. Either your men trust you and fight by your side or, they think you're the Thing and gun you down. Friendly fire can also result from an overactive fear meter. If this reaches maximum due to encounters with the resident atrocities, team members will abruptly wig-out in a manner that would have even the burliest psychiatric orderly reaching for the lithium.

The conference also produced some stalwart promises that the game would stay faithful to the film. Thankfully, these were bourn out by a brief trailer which featured the team standing around the instantly recognisable ice sarcophagus along with shots of an ever trusty flame-thrower in action. Good thing too, as it looks like you're going to need some heavy firepower. As Mr Latham commented, "The Thing is crueller, more intelligent and more terrifying than any previous opponent." Let's hope.

Bottom Line: The trailer used only the in-game engine and was breathtaking and highly atmospheric.

ANTICIPATION ★★★★★



FIGHT OR FLIGHT: We're curious to see how the coders manage such potentially erratic battles.

EXPECTED UK / TBC

ICO

Finding out information about *ICO* used to be like scratching a mozzie bite in the hope that it'd get better. You just ended up frustrated and sore. But, as this issue goes to press, we've just obtained finished code from the States…

The idea: A horned young lad, called Ico, gets banished to a ruined castle as a result of local fear towards his mutation. There he rescues a spectral princes Yorda from resident shadow creatures, and attempts to guide her beyond the ancient walls.

Best Features: The interaction between Ico and the princess dictates how you approach things. Caught in the huge environment of the castle, your main drive is to ensure that the path ahead is clear for the lady. Once you've made the way safe or opened a previously blocked door you can then call for her (by tapping R1) and she'll race to catch up, clasping your hand upon arrival. Lead her through sections in one piece, and she'll reward you by opening up alternative routes through the crumbling ruins. Save points come in the form of comfy sofas too. Which is… odd.

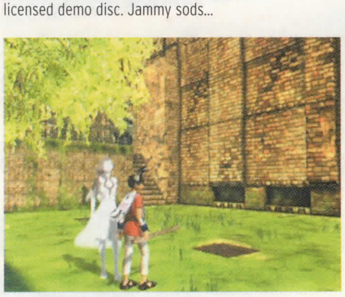
Bottom Line: It's a slow-paced puzzler which'll remind veteran gamers of *Prince of Persia*. We've got concerns about how many hours of gameplay are in there too…

ANTICIPATION ★★★★★

WINDY KILLER: Cranes, windmills and mine carts all add to the lethal hazards facing Ico.

"THIS GAME'S SO BEAUTIFUL, IT HAS A DREAM-LIKE QUALITY THAT'S MESMERISING"

SOLID SAMANOSUKE SAN FRANCISCO
American gamers have already been treated to a playable version of the game thanks to a SCEA licensed demo disc. Jammy sods…



WONDER WALL: External locations add another level to the overall beauty of this game.

PLAY MISTY: Forget about old-skool fogging, this haze only enhances the dreamy atmosphere.

EXPECTED UK
TBC

ECCO THE DOLPHIN

The idea: With the demise of the DC, Ecco gets to stretch his flippers on PS2 in this reworking of the *Defender of the Future*. It's the same tale of blubber boy doing his best to foil the Earth-shattering alien activities of 'The Foe' by swimming around, gaining powers from submerged glyphs and travelling back in time to stop them tinkering with the past.

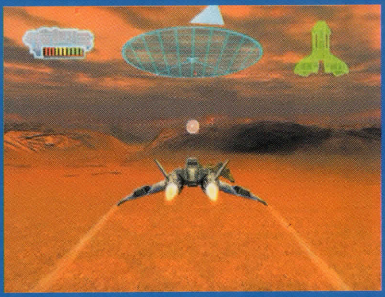
Best Features: If this revision rectifies all the problems of the original – unstructured environments, and too quick death at the hands of enemies – then this should be worth a look. We'll be doing exactly that next issue.

Bottom Line: It's a repair job that could go horribly wrong.

ANTICIPATION ★★

IRON STORM

"THE MUD CAN SWALLOW A MAN WHOLE"

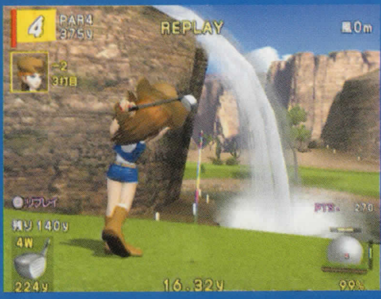


EXPECTED UK
WINTER 2002

DEFENDER

The idea: Take the snap turns and smart bombs of the arcade classic, inject a dose of roundosity via a beefy 3D engine and add a dog-rough plot that justifies acres of ground hugging gunfire. **Best Features:** Midway recently gave PSM2 a sneak preview of some WIP footage. It showed a padded-out version of the Defender swooping into an enemy base, dropping a grappling line and hooking a hostage into its cargo bay. Although little more than an extremely well rendered segment of CGI, it was enough – along with a handful of screen shots – to get us stirred. We'd to see a lot more of this game in action. **Bottom Line:** Midway seem to specialise in resurrecting arcade classics, but the results have been mixed – just look at *Spy Hunter* then consider *Gauntlet*…

ANTICIPATION ★★★

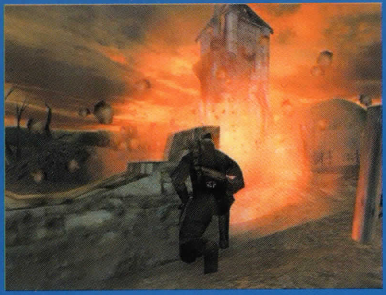


EXPECTED UK
TBC

EVERYBODY'S GOLF 3

The idea: Somehow stretching out their legacy for comedy golf games to a third instalment, Sony herd a fresh bunch of bubble-headed freaks down to the green for a couple of rounds. **Best Features:** *Everbody's* strength has always been its characters, and this time there's a remarkable 22 Anime faces destined to beam in victory, or weep in humiliated defeat. The added allure of six new courses, along with the return of the now obligatory taunts and MultiTap2 compatibility, should ensure a heavy round of elbowing in front of PSM2's TV. **Bottom Line:** Three eights and a nine from Japanese videogamer's bible Famitsu. Praise enough for us, but we can't help but feel that it's still a case of same ol', same ol'.

ANTICIPATION ★★

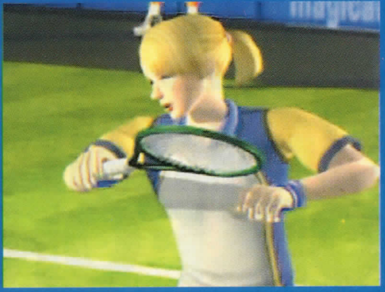


EXPECTED UK
TBC

IRON STORM

The idea: Imagine World War One never ended. The year's 1964 and the battle at the front is still being fought by the hardened infantry, now in the employment of huge financial consortiums. In this first-person shooter's world of mud and bombs, you get to play Second Lieutenant Weasel – a child of the trenches who has known nothing but conflict. **Best Features:** Developer 4X Studio are calling the six levels of the game 'worlds' and when you see the size of 'em it's obvious why. Huge, devastated landscapes riddled with objectives, sub-missions and natural hazards – apparently the mud can swallow a man whole. **Bottom Line:** Already looking impressive, but can it really improve upon *Red Faction*'s commendable score of 88?

ANTICIPATION ★★★



EXPECTED UK
DECEMBER

CENTRE COURT

The idea: One of four upcoming tennis titles being delicately lobbed onto PS2 over the next few months. They all obviously site *Virtua Tennis* as an influence while in the same breath try and convince you that they're bigger, more beautiful and better. **Best Features:** So, what's *Centre Court* got to offer? Eight highly detailed playable characters – hmm, good, good. Various modes of play including Exhibition and Tournament – yes… Plus a two and four-player option. Gooood, everything present and correct then. **Bottom Line:** Konami's uninspiring *WTA* has been delayed until 2002, Sony's *Tennis 2002* is still a way off so its up to Midas and Microids' *Tennis Master* to make the first moves on the market.

ANTICIPATION ★★

TopTones....

Artist • Title	Code
Britney Spears • I'm a slave 4 you	61225
Steps • Chain Reaction	61193
City High • What would you do?	61198
DJ Otzi • Hey Baby	61220
Kylie • Can't get you outta my head	61175
Michael Jackson • U rock my world	61197
Afro Man • Because I got high	61223
Gorrilaz • Rock Da House	61199
Alien Ant Farm • Smooth Criminal	61194
Limp Bizkit • Boiler	61255

Pop Tones

Code	Artist	Title
61170	Victoria	*Not such an innocent girl*
60047	Bob the builder	*Mambo no 5*
61184	Travis	*Side*
61211	Uncle Kracker	*Follow me*
61004	Pink, Mya etc.	*Lady Marmalade*
61027	Robbie Williams	*Eternity*
61091	Nelly Futardo	*Turn off the light*
61235	Jennifer Lopez	*I'm Real*
60043	Limp Bizkit	*Rollin*
60200	S Club 7	*Don't stop movin'*
60163	Wheatus	*Teenage Dirtbag*
61166	Shaggy	*Luv me, Luv me*
61205	Liberty	*Thinking it over*
61174	Samantha Mumba	*Come on over*
61164	Louise	*Stuck in the middle*
61256	Natalie Imbruglia	*That Day*
61053	Atomic Kitten	*Eternal Flame*
60128	Gorillaz	*Clint Eastwood*
60185	Shaggy	*Angel*
61201	Girls at Play	*Respectable*
61217	Mariah Carey	*Never to far*
60287	OPM	*Heaven is a halfpipe*

Dance

Code	Artist	Title
61146	Superman Lovers	*Star Light*
61214	Jean Jaques Smoothie	*2 People*
61074	So Solid Crew	*21 seconds*
61171	Artful Dodger, Mel Blatt	*24, 7*
61150	Sophie Ellis Bextor	*Take me home*
61231	Misteeq	*One night stand*
61005	Pied Piper	*Do you really like it*
61072	Ian Van Dahl	*Castles in the sky*
60020	Darude	*Sand Storm*
61258	So Solid Crew	*They don't know*
61055	Misteeq	*All I want*
61014	Big Brother	*Theme Tune*

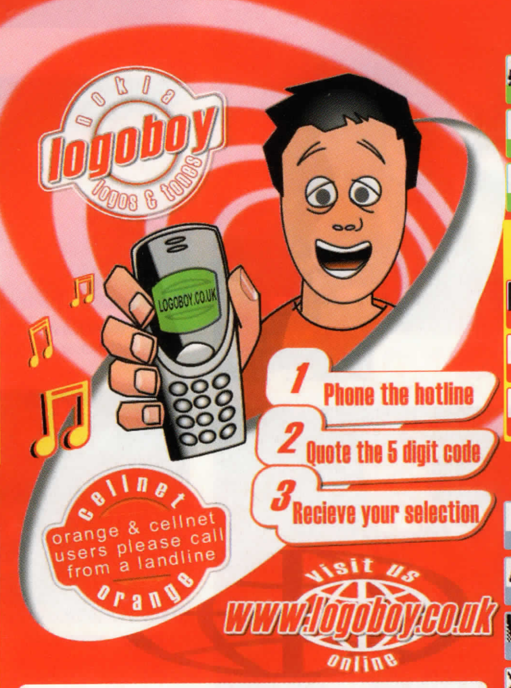
R'n'B

Code	Artist	Title
61181	Mary J Blige	*Family Affair*
61064	Eve	*Let me blow your mind*
61050	Wyclef Jean	*Perfect Gentleman*
61043	D 12	*Purple Hills*
61216	Lisa Roxanne	*Ex-Boyfriend*
61191	Nate Dog, Ludacris	*Area Code*
61037	Destinys Child	*Bootylicious*
61003	Brandy	*Another day in paradise*
61016	Usher	*You Remind Me*
60024	Destinys Child	*Independent women*
60179	Missy Elliot	*Get your Freak on*
60034	Eminem	*Stan*

Film&TV

Code	Title
60044	Mission Impos.
61250	Three Lions
60220	A Team
60219	Knight Rider
60207	Italian Job
60210	Ghost Busters
60298	X Files
60204	Star Wars
61247	Dawsons Creek
60205	James Bond
60127	God Father
61127	Only fools+horses
60260	Inspector Gadget
60212	Great Escape

The following Nokia handsets can receive both tones & graphics: Nokia 3210, Nokia 3310, Nokia 61xx series, Nokia 62xx series, Nokia 71xx series, Nokia 81xx series, Nokia 8210 series, Nokia 88xx series, Nokia 9000 / 9110.
The Nokia 51xx series can receive graphics only.



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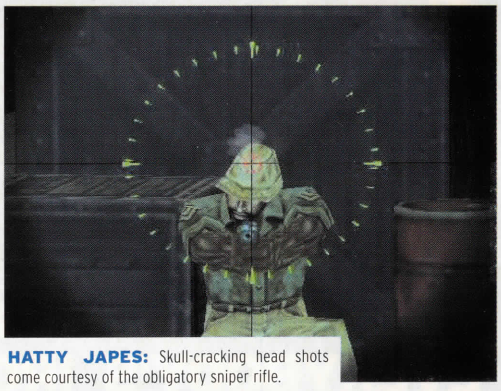
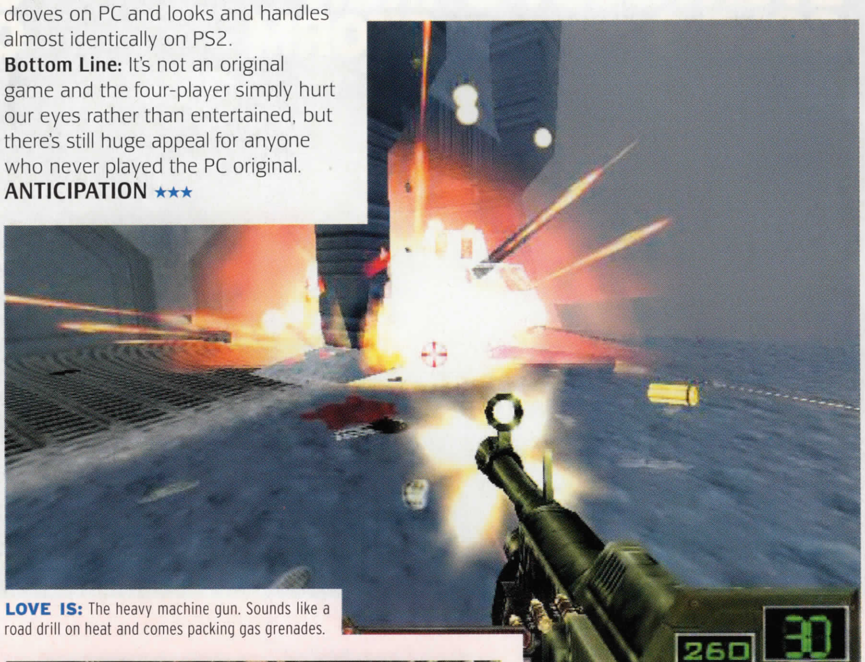
EXPECTED UK / 16 NOVEMBER 2001

SOLDIER OF FORTUNE

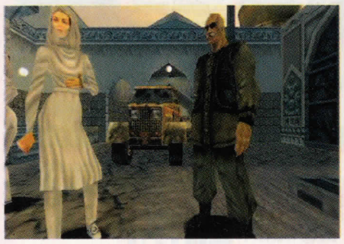
As we've said already, ECTS – why, oh why, oh why? But another highlight to rise from the no-show mediocrity was Eon Digital's press event where we went hands-on with the PS2 port of *SoF: Gold Edition.*
The idea: You're John Mullins, real-life mercenary sent in to recapture five nuclear warheads stolen by a mysterious band of terrorists.
Best Features: Anyone who played the PC original will know what this game's major selling point was – *gore*. Not just a drop of juice, mind, but great gushes of hot plasma. Limbs are severed by shot-gun blasts and you've the ability to target enemies in 13 'dismemberment zones' and then desecrate their corpses post-mortem. It sold in droves on PC and looks and handles almost identically on PS2.
Bottom Line: It's not an original game and the four-player simply hurt our eyes rather than entertained, but there's still huge appeal for anyone who never played the PC original.
ANTICIPATION ★★★

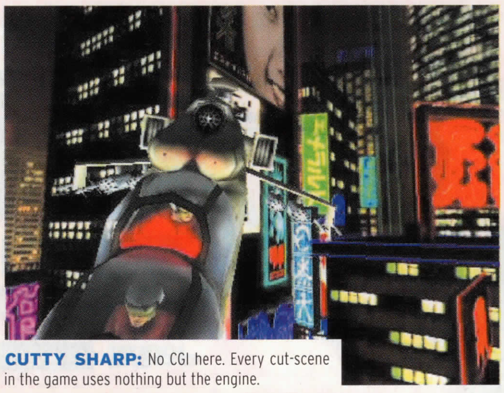
"WE INTEND TO PUSH THE ENVELOPE ON PS2 AND CREATE A TITLE THAT WILL BLOW CONSOLE GAMERS AWAY"
DAVID ELEMKIES DIRECTOR OF PIPE DREAM INTERACTIVE
On using the *Quake 2* engine.

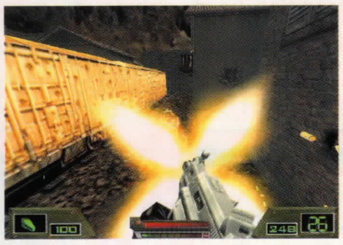

HATTY JAPES: Skull-cracking head shots come courtesy of the obligatory sniper rifle.

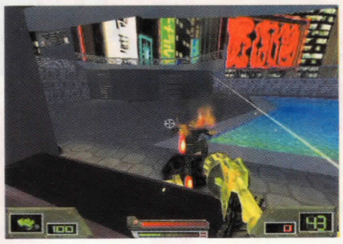


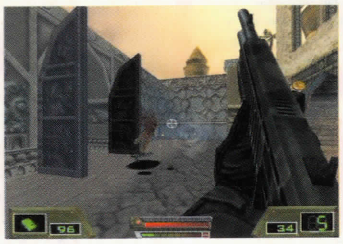
LOVE IS: The heavy machine gun. Sounds like a road drill on heat and comes packing gas grenades.

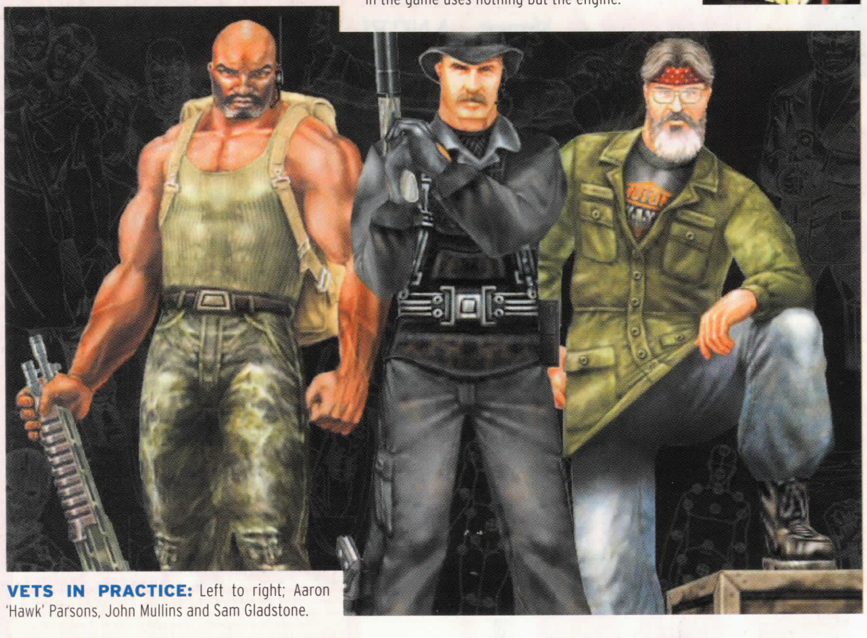

MID FIGHT AT THE OASIS: The Middle East is one of five different environments visited.


CUTTY SHARP: No CGI here. Every cut-scene in the game uses nothing but the engine.


AUTO RE-TEAR: The sub-machine gun cuts through light armour with terrifying efficiency.


FRYING TONIGHT: Tired of dismembering skinheads? Try a flambé with monsieur flame-thrower.


BLOODY BORE: The 12 gauge is still the best weapon to clear a level while on the run.


VETS IN PRACTICE: Left to right; Aaron 'Hawk' Parsons, John Mullins and Sam Gladstone.

EXPECTED UK
WINTER 2002

SK8

The idea: Since dropping the slightly less street *Inline Skate* for *SK8*, Rage have employed a trio of bladed heroes to add some urban kudos to this their planned *Hawk's* beater. Names like Cesar Mora, Fabiola Da Silva and Jon Julio – all stars of the inline skate world – have been signed up as licensed faces to ensure that the game is an accurate interpretation of this extreme sport.
Best Features: A skate game without a creative element is destined to be a two-dimensional affair. No surprise then that Rage have included both Park and Skater Editors, along with a Video mode that allows you to bore friends with replays of your most impressive stunts and bails.
Bottom Line: Two words: Tony and Hawk's. In a world where emulation will no doubt be rife in the months to come, Rage are going to have to pull something sensational out of the bag to turn our heads.
ANTICIPATION ★★

EXPECTED UK
LATE 2001

UEFA CHAMPIONS LEAGUE 2002

The idea: Silicon Dreams' first foray into the oversubscribed world of the PS2 footy title. All the teams and faces from the 2001/2002 championship season along with an opportunity to play on 21 of the best pitches across Europe.
Best Features: Tournament editors and TV-style multiple cameras are pretty much a given with titles like this, so it's up to the Historical mode to offer something fresh. Opt for this section of the game and you'll have the opportunity to mix and match fantasy contests between the major players from 1960 to the present day.
Bottom Line: Destined to have limited appeal due to the nature of the Champions League itself, but coming from a long enough legacy of of PSone kickers to be noteworthy.
ANTICIPATION ★★

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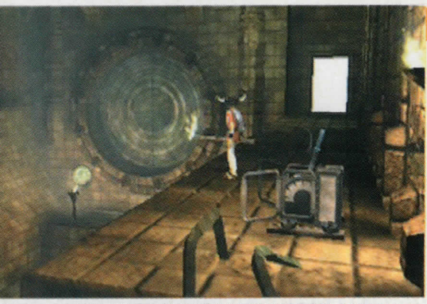

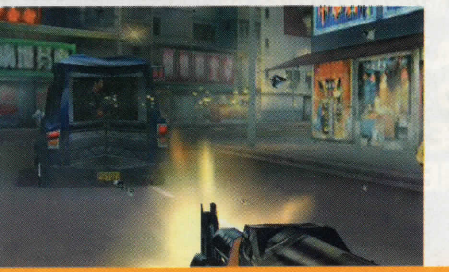

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37627	**Victoria Beckham**	Not Innocent
37617	**Supermen Lovers**	Starlight
37604	**Uncle Kracker**	Follow Me
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37623	**Samantha Mumba**	Baby Come on Over
37602	**Blue**	Too Close
37603	**Five**	Let's Dance
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37607	**So Solid Crew**	21 Seconds
37580	**Ivan van Dahl**	Castles In The Sky
37612	**Little Trees**	Help I'm A Fish
37576	**Wyclef**	Perfect Gentleman
37610	**Jamiroquai**	Little L
37606	**Emma Bunton**	Take My Breath Away
37593	**Atomic Kitten**	Eternal Flame

Classics

37032	**Bobby Mcferrin**	Don't Worry Be Happy
37052	**Coronation Street**	
37119	**Led Zeppelin**	Stairway to Heaven
37125	**Louie Armstrong**	Wonderful World
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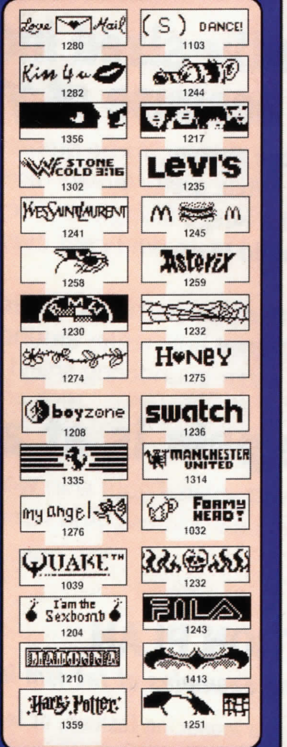

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LAST LAUGH

WHERE REALITY LEAKS OUT OF YOUR CONSOLE, AND RUINS THE SHAG PILE

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THE LEAGUE AGAINST ROTUND DISCRIMINATION

> **"YES, I'M PARTIAL TO THE OCCASIONAL FAIRY CAKE, BUT DOES THAT MEAN I HAVE TO JIGGLE UP AND DOWN LIKE AN ELECTRIC WALRUS DURING MY ENTRANCE? IT DOESN'T SEEM RIGHT"**
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> **GANRYU, SUMO WRESTLER**

Fatties! Sorry. Differently-sized individuals! Are *you* suffering discrimination because of your morbid obesity?

No, don't bother saying anything, tubby – we already know the answer. You're probably the last character to get picked in beat-em-ups, with your pathetic 'splash' and 'buttslam' moves. While pretty female racers cruise past in their pink convertibles, you chug along in a big curvy tank. You're the RPG sidekick who keeps falling over, the portly shopkeeper in the elfen village, the member of the elite commando team who *can't even jump*.

And it's not even your fault. Maybe it's a glandular problem. Perhaps you're big-boned. Perhaps you've been 'created' by a bored teenager solely for the amusement of watching your immense bulk teeter around on a tiny skateboard. No-one sees the real you, the sensitive teen under the dog-butchering, pizza-chundering shield you use to keep the world out.

Well, rejoice! The pain is at an end!

Thanks to the power of L.A.R.D, you can make your voice heard, even if your chin wobbles while you're talking. Just read our action plan below, then send as much money as you can to the usual address. And remember: you're not fat – you're magnificent.

OUR ACTION PLAN

We at L.A.R.D. wish to ban the following examples of fat-ism in computer games:

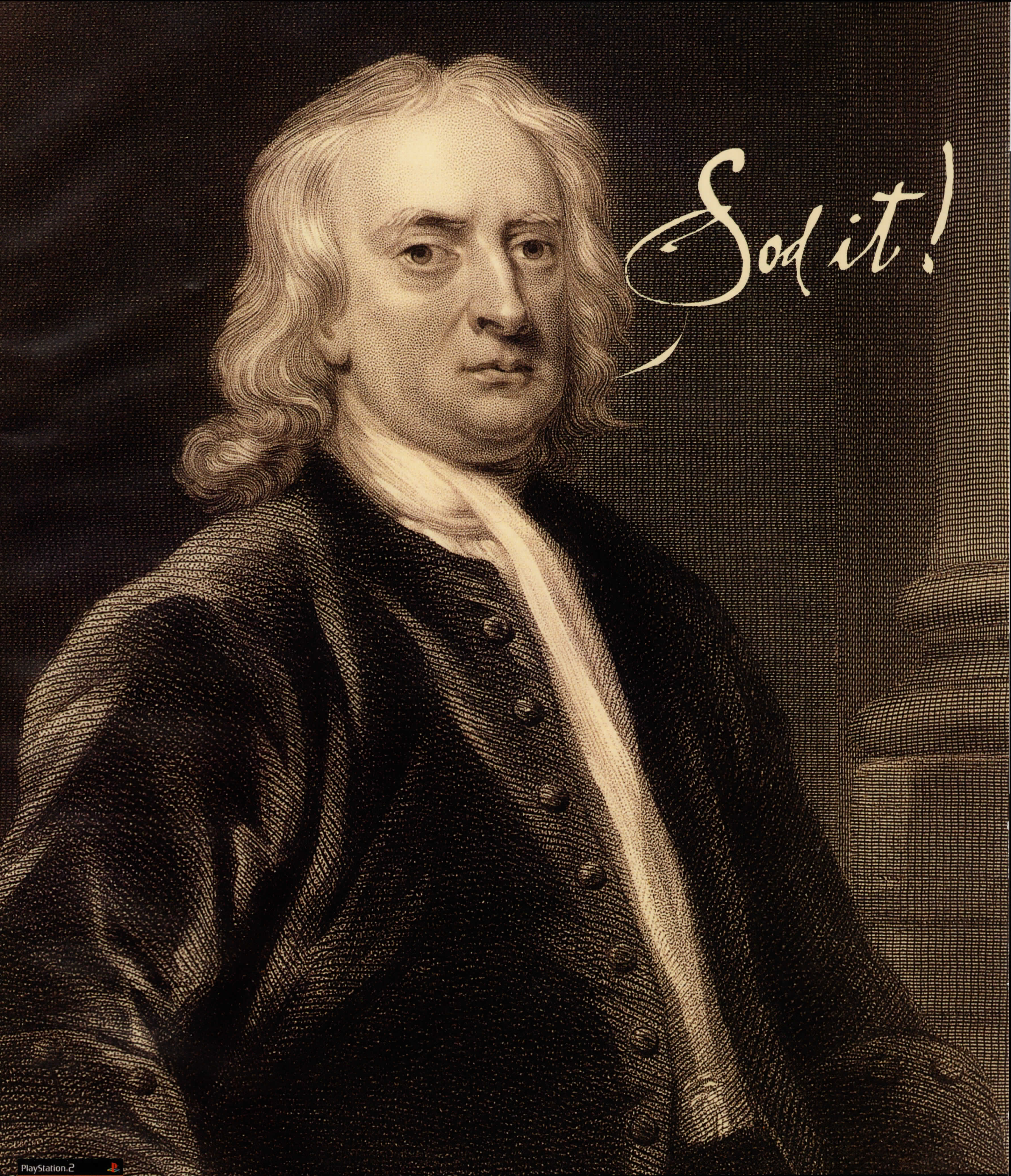
TAUNTS that rely on full-figured characters slapping their stomach in a menacing fashion, or leaping up and down to make the ground shake.

CLUBS, AXES, SLEDGEHAMMERS and other weapons carried solely by corpulent individuals. Give us katanas like everyone else.

ENDING SCREENS that feature plump people tucking into pies and cakes.

CARS driven by the super-sized with bad 'acceleration' but good 'top speed'.

SPECIAL MOVES involving over-large individuals crushing an opponent beneath their gelatinous buttocks.



PlayStation.2
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Upset Sir Isaac Newton by defying the laws of gravity and pulling outrageous tricks up stairs and over buildings on your Airblade hoverboard. It's all in the attempt to rescue your kidnapped friend Oscar from the evil clutches of the GPC, a ruthless corporation determined to withhold anti-gravity technology in the year 2015.

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PlayStation 2
THE MUMMY RETURNS

PlayStation 2

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